

ARTICLE 4. INSTANT GAMES

Rule 1. Definitions

65 IAC 4-1-1 Applicability

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The definitions in 65 IAC 1-1-1 and in this rule apply throughout this article. *(State Lottery Commission; 65 IAC 4-1-1; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 301; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-1-2 “Agent verification code” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. “Agent verification code” means an alphabetic character code present within the game play data area of an instant ticket. *(State Lottery Commission; 65 IAC 4-1-2; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 301; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-1-2.1 “Bar code” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2.1. “Bar code” means a graphical representation of data to be used in the validation of an instant ticket. *(State Lottery Commission; 65 IAC 4-1-2.1; emergency rule filed Sep 3, 1992, 9:00 a.m.: 16 IR 78; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-1-2.5 “Drawing” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11

Sec. 2.5. “Drawing” means a procedure for the selection of prize winners by either:

- (1) the removal at random of one (1) or more instant tickets from a container into which instant tickets have been placed;
 - (2) the selection at random of one (1) or more number-coded items from a container into which those items have been placed;
- or

- (3) the selection of numbers through the use of a random number generator computer software program.

(State Lottery Commission; 65 IAC 4-1-2.5; emergency rule filed Nov 20, 1989, 10:05 a.m.: 13 IR 682; emergency rule filed Feb 10, 1997, 4:30 p.m.: 20 IR 1626; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-1-3 “Game identification number” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. “Game identification number” means a number associated with a particular instant game. *(State Lottery Commission; 65 IAC 4-1-3; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 301; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-1-4 “Game/pack/ticket number” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. “Game/pack/ticket number” means a number appearing on an instant ticket which identifies the instant game applicable to the instant ticket, the pack from which the instant ticket was removed, and the ticket number. *(State Lottery Commission; 65 IAC*

4-1-4; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 301; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-1-5 “Game play data area” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. “Game play data area” means an area on the front of an instant ticket covered with a latex covering which can be rubbed off to reveal one (1) or more play symbols and, with certain exceptions, play symbol captions and an agent verification code. (State Lottery Commission; 65 IAC 4-1-5; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; emergency rule filed Feb 10, 1997, 4:30 p.m.: 20 IR 1626; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-1-5.5 “Grand prize event” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-3-7; IC 4-30-11

Sec. 5.5. “Grand prize event” means a drawing or other procedure for the selection pursuant to 65 IAC 4-3-7 from the holders of certain instant tickets or of on-line entry coupons generated pursuant to 65 IAC 5-3-7 of winners of a grand prize or grand prizes other than a prize specified on the face of the instant ticket or determined by the numbers selected on an on-line ticket. (State Lottery Commission; 65 IAC 4-1-5.5; emergency rule filed Nov 20, 1989, 10:05 a.m.: 13 IR 683; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1739; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-1-6 “Instant game” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. “Instant game” means a lottery game that offers preprinted lottery tickets that, after a covering or a portion thereof is rubbed off, either:

(1) indicate whether the player has won a prize or entry into a drawing; or

(2) reveal numbers or play symbols which may be selected in a drawing.

(State Lottery Commission; 65 IAC 4-1-6; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; emergency rule filed Feb 23, 1994, 4:00 p.m.: 17 IR 1628; emergency rule filed Feb 10, 1997, 4:30 p.m.: 20 IR 1626; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-1-6.5 “Instant prize” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6.5. “Instant prize” means a prize which is awarded in connection with an instant game other than a telephone prize and other than a prize awarded pursuant to 65 IAC 4-3-7 or 65 IAC 4-3-10. (State Lottery Commission; 65 IAC 4-1-6.5; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 113; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-1-7 “Instant ticket” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. “Instant ticket” means a lottery ticket in an instant game. (State Lottery Commission; 65 IAC 4-1-7; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-1-8 "Lottery ticket" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. "Lottery ticket" means any evidence issued by the commission to prove participation in a game conducted by the commission. (*State Lottery Commission; 65 IAC 4-1-8; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-1-9 "Pack" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 9. "Pack" means a set of instant tickets, each bearing a common pack number, fan-folded in strips of five (5) or fewer tickets. (*State Lottery Commission; 65 IAC 4-1-9; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 113; emergency rule filed Feb 10, 1997, 4:30 p.m.: 20 IR 1626; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-1-10 "Pack number" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 10. "Pack number" means a six (6) digit number appearing on all instant tickets in a pack. (*State Lottery Commission; 65 IAC 4-1-10; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-1-10.5 "PIN" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 10.5. "PIN" means an identification number issued by the commission to a contestant for a telephone prize in order to allow a telephone play through use of a toll-free telephone number. (*State Lottery Commission; 65 IAC 4-1-10.5; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 113; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-1-11 "Play symbol" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 11. "Play symbol" means a series of alphabetic or numeric characters or a symbol appearing in the game play data area of an instant ticket. (*State Lottery Commission; 65 IAC 4-1-11; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; emergency rule filed Feb 23, 1994, 4:00 p.m.: 17 IR 1628; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-1-12 "Play symbol caption" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 12. "Play symbol caption" means a printed explanation of a play symbol which appears beneath a play symbol. (*State Lottery Commission; 65 IAC 4-1-12; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-1-12.5 “Telephone play” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 12.5. “Telephone play” means an opportunity to win a prize on an instant ticket as a result of a telephone call from the player to a telephone number specified by the commission. (*State Lottery Commission; 65 IAC 4-1-12.5; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 113; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-1-12.6 “Telephone prize” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 12.6. “Telephone prize” means a prize which has been designated by the director to be awarded on the basis of a telephone play by the player of an instant game. (*State Lottery Commission; 65 IAC 4-1-12.6; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 114; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-1-13 “Ticket number” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 13. “Ticket number” means a number appearing on an instant ticket and identifying the ticket. (*State Lottery Commission; 65 IAC 4-1-13; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 114; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-1-14 “Valid ticket” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 14. “Valid ticket” means an instant ticket which meets all of the validation requirements of 65 IAC 4-2-5. (*State Lottery Commission; 65 IAC 4-1-14; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-1-15 “Validation number” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 15. “Validation number” means a thirteen (13) digit number imaged on each instant ticket and covered with latex material. (*State Lottery Commission; 65 IAC 4-1-15; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; emergency rule filed Feb 23, 1994, 4:00 p.m.: 17 IR 1629; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

Rule 2. General Provisions**65 IAC 4-2-1 Applicability**

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. This rule and 65 IAC 4-3 apply to all instant games unless the rule applicable to a specific instant game is in conflict with this rule or 65 IAC 4-3, in which case the rule applicable to the specific instant game shall control for that instant game. (*State Lottery Commission; 65 IAC 4-2-1; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 302; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-2-2 Compliance with law and procedures

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Any person who purchases an instant ticket agrees thereby to comply with and abide by IC 4-30, this title, and all procedures and instructions established by and final decisions of the director in connection with the conduct of the instant game for which the instant ticket is purchased. (*State Lottery Commission; 65 IAC 4-2-2; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 303; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-2-3 Termination of an instant game

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) An instant game will end when all instant tickets for that instant game have been sold or on a date announced in advance by the director. The director may suspend or terminate an instant game without advance notice if the director finds that such suspension or termination is in the best interests of the commission. No instant tickets shall be sold with respect to an instant game which has ended or which has been suspended or terminated.

(b) Telephone plays with respect to an instant game which provides for telephone plays may be made for sixty (60) days after the end of the instant game unless earlier terminated on a date announced in advance by the director. The director may suspend or terminate telephone plays with respect to an instant game without advance notice if the director finds that such suspension or termination is in the best interests of the commission. (*State Lottery Commission; 65 IAC 4-2-3; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 303; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 114; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-2-4 Use of winner information and photographs

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The commission shall have the right to use and publicize the name and a photograph of any winner in an instant ticket game, public information on the winner claim form, and the city, town, township, or any other political subdivision in which the winner resides. The commission may, in its sole discretion, require a winner in an instant ticket game to participate in interviews and press conferences with public relations personnel and media representatives. The commission shall not pay any additional consideration to any winner for use of such a photograph or information. Neither the commission, the director, nor any employee of the commission shall be liable for any use or release of information regarding, or photographs of, winners in compliance with this section. (*State Lottery Commission; 65 IAC 4-2-4; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 303; emergency rule filed Jun 8, 1993, 12:00 p.m.: 16 IR 2428; emergency rule filed Jan 12, 1994, 5:00 p.m.: 17 IR 1111; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Aug 23, 2002, 1:28 p.m.: 26 IR 42*)

65 IAC 4-2-5 Validation of tickets

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11

Sec. 5. (a) Except as provided in section 6 of this rule, all of the following requirements must be met for an instant ticket to be a valid ticket:

(1) The number of play symbols in the game play data area must correspond with the number of play symbols established with respect to instant tickets for the applicable instant game.

(2) Each of the play symbols must have a play symbol caption underneath it and each play symbol must agree with its play symbol caption.

(3) Each of the play symbols must be present in its entirety and be fully legible.

(4) Each of the play symbols and its play symbol caption must be printed in black ink, unless a different color of ink is

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specified in the rule applicable to the particular instant game for which the instant ticket is issued, in which case each of the play symbols and its play symbol caption must be printed in the specified color ink.

(5) The instant ticket must be intact and not defaced in any manner.

(6) The game/pack/ticket number must be present in its entirety and be fully legible.

(7) The instant ticket must not be reconstituted or tampered with in any manner.

(8) The instant ticket must not be counterfeit in whole or in part.

(9) The instant ticket must have been issued by the commission in the authorized manner.

(10) The instant ticket must not be stolen nor appear on any list of omitted instant tickets on file with the commission.

(11) The play symbols, the play symbol captions, the validation number, the agent verification codes, and the game/pack/ticket number must be right-side-up and not reversed in any manner.

(12) The instant ticket must have exactly one (1) play symbol caption for each play symbol, exactly one (1) game/pack/ticket number, exactly one (1) validation number, and the correct number and type of agent verification codes on file with the commission for that instant ticket, except that an instant ticket may have multiple copies of the same play symbols and corresponding play symbol captions, game/pack/ticket number, validation number, and agent verification codes if authorized by the commission for instant tickets with respect to a particular instant game.

(13) The validation number of an apparent winning instant ticket must appear on the commission's official list of validation numbers of winning instant tickets and the instant ticket with that validation number must not have been paid previously according to the records of the commission.

(14) The ticket must not have a hole punched through it and must not be blank or partially blank, misregistered, defective, or printed or produced in error.

(15) Each of the play symbols on the instant ticket and each of the play symbol captions on the instant ticket must be exactly one (1) of those described in this article as applicable to instant tickets for the instant game in which the instant ticket was issued.

(16) Each of the play symbols and the play symbol captions on the instant ticket must correspond exactly to the typeface and artwork on file with the commission.

(17) The game/pack/ticket number must correspond exactly to the typeface and artwork on file with the commission.

(18) The validation number must correspond exactly to the typeface and artwork on file with the commission.

(19) The agent verification codes must correspond exactly to the typeface and artwork on file with the commission.

(20) The display printing must be regular in every respect and correspond exactly to the artwork on file with the commission.

(21) The agent verification codes on an apparent winning instant ticket must correspond with the agent verification codes specified in this article or on file with the commission as applicable to winning instant tickets of that type.

(22) The instant ticket must pass any additional validation tests specified in this article as applicable to the specific instant game for which the instant ticket was issued.

(23) The instant ticket must pass all additional confidential validation tests prescribed by the commission.

(24) The instant ticket must be an instant ticket offered for sale by the commission during the period announced by the director for that instant game.

(25) The instant ticket must have been submitted within the claim period applicable to the instant game for which it was issued.

(b) Except as provided in section 6 of this rule, any instant ticket not passing all of the validation requirements in subsection (a) is void and ineligible for any prize, and no prize shall be paid thereon. (*State Lottery Commission; 65 IAC 4-2-5; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 303; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-2-6 Disputes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11

Sec. 6. (a) If a person claiming a prize in an instant game is unable to produce the alleged winning instant ticket or the instant ticket is mutilated or unreadable, the person may submit an affidavit to the director setting forth all facts surrounding the person's claim. If the director finds from substantial evidence contained in the affidavit and any other information available to the director, including information from other persons having knowledge about the claim or results of investigation reports from the security

division or any law enforcement authority, that the prize should be paid, the director may authorize that the prize be paid to the claimant. The director may require the claimant to produce a copy of the claim form applicable to the instant ticket as a condition of payment of the prize. If any prize claimed under this subsection exceeds one thousand dollars (\$1,000), a determination by the director to pay the prize shall be reviewed and authorized by the commission.

(b) The director may, solely at the director's option, replace an instant ticket which is not a valid ticket or which is otherwise determined not to be a valid ticket or which is otherwise determined not to be a winning instant ticket, despite a claim to the contrary, with an unplayed instant ticket or instant tickets of equivalent sale price for any current instant game. In the event a defective instant ticket is purchased, the only responsibility or liability of the commission shall be the replacement of the defective instant ticket with another unplayed instant ticket or instant tickets of equivalent sale price from a current instant game. (*State Lottery Commission; 65 IAC 4-2-6; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 304; emergency rule filed Jan 24, 1990, 4:00 p.m.: 13 IR 1072; emergency rule filed Sep 25, 1998, 11:21 a.m.: 22 IR 474; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-2-7 Instant ticket responsibility

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11

Sec. 7. An instant ticket is a bearer instrument until it is signed on the back by the owner or owners. The owner or owners of an instant ticket are responsible for and bear the sole risk of loss or theft of the instant ticket. If an instant ticket is claimed by a player in error for a lower prize than that to which the player would be entitled, the commission shall not be liable to the player for the higher prize not claimed, for the difference in the prizes, or for any other damage suffered by the player as a result of the erroneous claim. (*State Lottery Commission; 65 IAC 4-2-7; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 304; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-2-8 Game regulations

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. The director, or the director's designee, is authorized to develop and promulgate game rules and procedures for specific instant games during the periods between meetings of the commission and to conduct instant games in accordance with such game rules and procedures prior to the adoption by the commission of such rules with respect to specific instant games, provided that such rules and procedures are posted in the principal office of the commission prior to the commencement of any game to which such game rules and procedures are applicable. The director, or the director's designee, shall report any such games conducted and the game rules and procedures for such games to the commission at its next meeting. (*State Lottery Commission; 65 IAC 4-2-8; emergency rule filed Oct 24, 1989, 2:15 p.m.: 13 IR 409; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268; emergency rule filed Aug 23, 2002, 1:28 p.m.: 26 IR 43*)

Rule 3. Payment of Prizes

65 IAC 4-3-1 Prize-winning tickets

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11

Sec. 1. Prize-winning instant tickets are valid instant tickets that have been determined by the commission in accordance with this article to be official prize winners. Criteria and specific rules for winning prizes shall be published for each instant game and available for all players. The commission shall in all cases make final determination regarding validation of instant tickets and whether instant tickets are prize-winning instant tickets. Unless specified to the contrary in the rule applicable to the instant game for which the instant ticket was issued, an instant prize will be paid only for the highest instant prize won on a valid instant ticket, unless a lower instant prize has been claimed. (*State Lottery Commission; 65 IAC 4-3-1; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 304; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 114; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-3-2 Claiming prizes from the commission

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11

Sec. 2. (a) A telephone prize awarded pursuant to section 10 of this rule may only be claimed from the commission's central office in Indianapolis. Any other prize may be claimed from any of the commission's regional offices or from the commission's central office in Indianapolis.

(b) The commission will pay instant prizes by check, or in cash at the option of the commission, or with lottery tickets if both the commission and the winner agree, in each case after instant tickets are validated and after any other applicable requirements contained in this article are met. The commission will pay telephone prizes after instant tickets are validated to the extent required by the commission and after any other applicable requirements contained in this article are met.

(c) A prize claim shall be made on such form or forms as are prescribed by the director. To the extent required by federal tax law, the claimant shall furnish a tax identification number to the commission in the following manner:

(1) An individual shall provide his or her Social Security number.

(2) A legal entity shall furnish a federal employer's identification number issued by the Internal Revenue Service.

(3) A group, family unit, club, or other organization which is not a legal entity or which does not possess a federal employer's identification number shall file Internal Revenue Service Form 5754, "Statement by Person(s) Receiving Gambling Winnings", or a successor form, with the commission designating to whom the prize is to be paid and the person or persons to whom the prize is taxable.

(d) Prize payment shall be made to the person, entity, or group identified on the claim form and associated documents, and the claim shall be final and binding on the claimant and those for whom the prize is claimed.

(e) An instant prize must be claimed within sixty (60) days of the announced end of the instant game in which the prize was won or it will be forfeited. A telephone prize must be claimed within sixty (60) days of the telephone play in which the telephone prize was won or it will be forfeited. A prize awarded pursuant to section 10 of this rule must be claimed within sixty (60) days of the day it was won or it will be forfeited, unless a longer or shorter period for claiming prizes is determined and announced pursuant to that section. All unclaimed prize money or other prizes required to be paid or delivered by the commission shall be added to the pool from which future prizes are to be awarded or used for special prize promotions. (*State Lottery Commission; 65 IAC 4-3-2; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 305; emergency rule filed May 4, 1990, 4:35 p.m.: 13 IR 1731; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 114; emergency rule filed Sep 3, 1992, 9:00 a.m.: 16 IR 79; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-3-3 Prizes not assignable

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11-2

Sec. 3. No right of any person to a prize shall be assignable, except as follows:

(1) The director may pay any prize to the estate of a deceased prize winner.

(2) The prize to which a winner is entitled may be paid to another person pursuant to an appropriate judicial order.

(*State Lottery Commission; 65 IAC 4-3-3; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 305; emergency rule filed May 4, 1990, 4:35 p.m.: 13 IR 1731; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-3-4 Termination of liability

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11

Sec. 4. All liability of the state, its officials, officers, and employees, and of the commission, the director, and employees of the commission for any instant prize terminates upon payment of an instant prize or upon the expiration of sixty (60) days after the end of the instant game in which the instant prize was won. All liability of the state, its officials, officers, and employees, and of the commission, the director, and employees of the commission for any telephone prize terminates upon delivery by the commission of a telephone prize or upon the expiration of sixty (60) days after the telephone play in which the telephone prize was won. (*State*

Lottery Commission; 65 IAC 4-3-4; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 305; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 115; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-3-5 Time of payment

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11

Sec. 5. (a) Payment of any prize will be made to the bearer of the validated winning ticket for that prize upon presentation of proper identification and the submission of a prize claim form if one is required, unless otherwise delayed in accordance with this article.

(b) Unless the rule for any specific instant game provides otherwise, any cash prize of five hundred thousand dollars (\$500,000) or more may be paid in multiple payments over time. The schedule of payments shall be designed to pay the winner equal dollar amounts each year until the total payments equal the prize amount. Any prize not required or otherwise designated by the director to be paid in periodic payments shall be paid in a lump sum.

(c) When a prize or share of a prize is to be paid over time, the director may, at the director's discretion, round the actual amount of the prize or share to the nearest one thousand dollars (\$1,000) to facilitate purchase of an appropriate funding mechanism.

(d) Unless the rule for any specific instant game provides otherwise, the total payment period for a prize to be paid over time shall be designated by the director and shall not exceed twenty (20) years. If the rule for any specific instant game provides that a prize is payable for the life of the winner, only an individual may claim the prize for his or her life. If a claim for a prize payable for the life of the winner is filed on behalf of a group, company, corporation, or any other type of organization, payment shall be made over twenty (20) years.

(e) The director may accelerate the payment of a prize when, in the director's discretion, such is determined to be in the best interest of the commission. The valuation of any securities involved and the determination of the present value of any accelerated payments are solely within the discretion of the commission. *(State Lottery Commission; 65 IAC 4-3-5; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 305; emergency rule filed May 4, 1990, 4:35 p.m.: 13 IR 1731; emergency rule filed Feb 26, 1993, 5:00 p.m.: 16 IR 1834; errata filed Apr 5, 1993, 5:00 p.m.: 16 IR 1955; emergency rule filed Oct 6, 2000, 1:57 p.m.: 24 IR 383; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-3-6 Delay of payment

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11

Sec. 6. (a) The director or the commission may delay making payment of any prize or installment of a prize pending a final determination by the director, by the commission, or by a court of competent jurisdiction under any of the following circumstances:

(1) A dispute occurs or it appears that a dispute may occur relative to any prize.

(2) There is any question regarding the identity of the claimant.

(3) There is any question regarding the validity of any ticket presented for payment.

(4) The claim is subject to any set off for debts pursuant to section 9 of this rule.

(5) The commission or the director becomes aware of a change in circumstance relative to a prize awarded, the payee, or the claim which the commission determines requires review.

(b) No liability for interest for any delay in payment of a prize or installment of a prize shall accrue to the benefit of the claimant pending payment of the claim.

(c) All delayed payments for a prize paid in installments shall be brought up to date immediately upon the director's determination that payment of installments of a prize should be resumed, and remaining installment payments shall be paid according to the original payment schedule after payment is resumed unless the director orders otherwise. *(State Lottery Commission; 65 IAC 4-3-6; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 306; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-3-7 Prize drawings; grand prize events

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

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Sec. 7. (a) If an instant game includes a drawing or grand prize event, the drawing or grand prize event shall be conducted as provided in this section.

(b) Preliminary drawings, if any, shall be conducted periodically as determined by the director or as provided in the rule applicable to a specific game to select finalists who will be entered into a grand prize event. Entrants in the preliminary drawings shall be selected from instant tickets which meet the criteria stated in the specific game rules in this article and from on-line entry coupons generated as provided in 65 IAC 5-3-7. Grand prize events to award prizes shall be conducted periodically as determined by the director or as provided in the rule applicable to a specific instant game.

(c) Participation in a drawing or grand prize event shall be limited to those persons holding or mailing instant or on-line tickets or on-line entry coupons generated as provided in 65 IAC 5-3-7 which are determined to be valid by the commission on or before a date announced by the director. If participation in the drawing or grand prize event requires persons to mail instant or on-line tickets or on-line entry coupons to the commission, such instant or on-line tickets or on-line entry coupons must be mailed to the address designated by the director and received on or before a date announced by the director to be considered valid for participation in a preliminary drawing. No entries shall be accepted, by mail or otherwise, at any office of the commission or by any retailer, and any entries received at any office of the commission may be returned to the sender with instructions for proper submission. The commission assumes no responsibility for an entry that is not valid for participation in a preliminary drawing. A valid entry shall consist of an instant or on-line ticket or on-line entry coupon signed by the holder thereof. An instant or on-line ticket or on-line entry coupon must be submitted in an envelope no larger than four and one-half (4½) inches wide and nine and one-half (9½) inches long which has no unusual markings on the outside. Envelopes not meeting those specifications shall be rejected and destroyed unopened. The holder of an instant or on-line ticket or on-line entry coupon may be required to provide such information and complete such forms as specified by the director as a condition to participation in a preliminary drawing or grand prize event.

(d) If, after a drawing is held, the director determines that an instant or on-line ticket or on-line entry coupon should have been entered into the drawing, the director may, in the director's sole discretion, place that instant or on-line ticket or on-line entry coupon into the next substantially equivalent drawing, if any, or replace that instant or on-line ticket with an instant or on-line ticket or instant or on-line tickets of equivalent face value. The commission, the director, and the commission's employees shall have no other liability for failure to enter an instant ticket or an on-line entry coupon into a drawing. If the director determines that a person should have been entered into a grand prize event but was not so entered, the director may, in the director's sole discretion, enter that person into the next substantially equivalent grand prize event. The commission, the director, and the commission's employees shall have no other liability for failure to enter a person into a grand prize event.

(e) The director shall determine and announce the date or dates, time or times, and procedures for drawings or grand prize events to select grand prize winners to the extent that specific game rules in this title do not address such matters. All drawings for selection of winners shall be open to the public. All drawings for selection of winners shall be witnessed by an independent certified public accountant. Equipment used in the drawings shall be inspected by an independent certified public accountant before and after each drawing.

(f) The director may postpone any drawing or grand prize event to a future time and publicize the postponement if the director or the director's designee finds that the postponement is in the best interests of the commission or the public.

(g) Following each preliminary drawing, all entries not drawn shall be destroyed. The time of destruction may be delayed at the discretion of the director in the event of a dispute, problem, or unusual occurrence in connection with the drawing. The director may permit examination of entries not drawn to locate lost instant tickets or on-line entry coupons, and the director may delay the time of destruction of entries not drawn for up to ninety (90) days for that purpose. The commission has no responsibility for mail received at the address designated for receipt of entries which is not intended to be considered for participation in a drawing or for the destruction of such misdirected mail.

(h) The director or the director's designee shall notify all qualified, validated finalists from a preliminary drawing by certified mail or by telephone of the date, time, and place of the grand prize event. If the director is unable to confirm receipt of such notice by a finalist sufficiently in advance of the grand prize event, the director may select an alternate finalist and place the finalist into a subsequent grand prize event.

(i) Each finalist must be present, in person or by proxy, at the grand prize event in which the finalist is entered. If a finalist elects not to participate in person, the finalist shall complete a proxy in the form specified by the director which includes specific instructions regarding any decisions required to be made by the holder of the proxy. Any finalist under eighteen (18) years of age shall be represented in a grand prize event by a parent or legal guardian who shall provide written evidence that he or she is the finalist's parent or legal guardian, and all selections or decisions made by the parent or legal guardian shall be binding upon the

finalist.

(j) The rules and procedures for each grand prize event shall be established by the director and shall be explained to all participating finalists prior to the grand prize event. Disputes regarding the rules or procedures shall be resolved by the director in the exercise of the director's sole discretion. All finalists shall be deemed to have agreed to all rules and procedures by their participation in the grand prize event or any proceedings in connection with the grand prize event. *(State Lottery Commission; 65 IAC 4-3-7; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 306; emergency rule filed Oct 24, 1989, 2:15 p.m.: 13 IR 409; emergency rule filed Nov 20, 1989, 10:05 a.m.: 13 IR 683; emergency rule filed Jan 24, 1990, 4:00 p.m.: 13 IR 1073; emergency rule filed Apr 3, 1990, 2:59 p.m.: 13 IR 1420; emergency rule filed May 7, 1990, 2:10 p.m.: 13 IR 1739; emergency rule filed Feb 10, 1997, 4:30 p.m.: 20 IR 1627; emergency rule filed Feb 10, 1998, 4:45 p.m.: 21 IR 2133; errata filed Oct 9, 1998, 3:27 p.m.: 22 IR 463; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-3-8 Investment of deferred prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11; IC 4-30-15-2

Sec. 8. The director shall request directions on behalf of the commission from the treasurer of state regarding the investment in accordance with IC 4-30-15-2 of any prize required by this article or designated by the director to be payable on a deferred or installment basis and shall invest the prize in accordance with the directions so received. *(State Lottery Commission; 65 IAC 4-3-8; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 307; emergency rule filed May 4, 1990, 4:35 p.m.: 13 IR 1732; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-3-9 Claims for certain obligations

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-11-11

Sec. 9. (a) The following definitions apply to this section:

(1) "Claimant agency" means the treasurer of state, the department of state revenue, the department of administration, the Indiana department of transportation, the attorney general, and the courts.

(2) "Debtor" means a person who has been reported to the commission pursuant to subsection (b) as having one (1) or more of the following obligations:

(A) The person owes an outstanding debt to a state agency.

(B) The person owes delinquent state taxes.

(C) The person owes child support collected and paid to a recipient through a court.

(3) "Debt" means an obligation that is evidenced by an assessment or lien issued by a state agency, a judgment, or a final order of an administrative agency.

(b) A claimant agency may provide to the commission, in such computer-readable format as the director shall prescribe with the approval of the auditor of state, a list of debtors. The claimant agency may update the list at such intervals and times as determined by the director to be compatible with the efficient operation of the lottery and the goals of IC 4-30-11-11.

(c) Prior to payment of any cash prize greater than five hundred ninety-nine dollars (\$599) to an instant game winner, the director shall determine whether the name of the prospective payee appears on a list provided by a claimant agency pursuant to subsection (b). If the name of the prospective payee appears on a list provided by a claimant agency pursuant to subsection (b), the cash prize payable to such debtor shall instead be paid to the auditor of state pursuant to IC 4-30-11-11(b).

(d) Payment of a prize to the auditor of state pursuant to this section shall discharge the commission, the director, and all employees of the commission from any liability to the debtor for payment of any prize. The commission shall have no liability for any error on a list provided to the commission by a claimant agency pursuant to subsection (b). *(State Lottery Commission; 65 IAC 4-3-9; emergency rule filed Oct 2, 1989, 2:10 p.m.: 13 IR 307; emergency rule filed May 4, 1990, 4:35 p.m.: 13 IR 1732; emergency rule filed Jan 26, 1993, 5:00 p.m.: 16 IR 1515; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-3-10 Supplemental prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-3-7; IC 4-30-11

Sec. 10. (a) Holders of instant tickets, whether or not they are otherwise eligible for prizes under this article, may be entered from time to time into drawings or other events for the award of consolation or supplemental prizes. The director shall determine and announce the date or dates, time or times, entry requirements, and procedures for any such drawings or other events for consolation or supplemental prizes, and may later change such date or dates, time or times, entry requirements, or procedures for any such drawing or event and publicize the change if the director finds that the change is in the best interests of the lottery or the public. Disputes regarding such dates, times, requirements, or procedures shall be resolved by the director in the exercise of the director's sole discretion. All participants in such a drawing or event shall be deemed to have agreed to all requirements and procedures by their participation in the drawing or event or any proceedings in connection with the drawing or event.

(b) If, after a drawing or other event for the award of a supplemental or consolation prize is held, the director determines that an instant ticket or the holder of an instant ticket should have been entered into the drawing or other event, the director may enter that instant ticket or the holder of the instant ticket into the next equivalent drawing or other event for the award of consolation or supplemental prizes. The commission, the director, and the commission's employees shall have no liability for failure to enter an instant ticket or the holder of an instant ticket into a drawing or other event to award consolation or supplemental prizes other than entry of the instant ticket or the holder of the instant ticket into the next equivalent drawing or other event for the award of consolation or supplemental prizes. (*State Lottery Commission; 65 IAC 4-3-10; emergency rule filed Nov 20, 1989, 10:05 a.m.: 13 IR 684; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-3-11 Classification of certain payments or items as prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30-18-2

Sec. 11. (a) The commission is authorized to make supplemental payments of money or awards of other items to retailers in connection with the sale of winning tickets or the sale of lottery games. Any such payment or award is deemed to be a "prize" within the meaning of IC 4-30-18-2, but will not be used in calculating the overall odds of winning the game as reported to the public.

(b) Cashing bonuses and other payments to retailers within the meaning of 65 IAC 3-4-5 are not "prizes" encompassed by IC 4-30-18-2. (*State Lottery Commission; 65 IAC 4-3-11; emergency rule filed May 4, 1990, 4:35 p.m.: 13 IR 1732; emergency rule filed Jan 30, 1991, 4:16 p.m.: 14 IR 1289; emergency rule filed Oct 29, 1992, 5:00 p.m.: 16 IR 899; errata filed Dec 30, 1992, 9:00 a.m.: 16 IR 1402; emergency rule filed Dec 2, 1992, 2:00 p.m.: 16 IR 1189; emergency rule filed May 10, 1993, 3:00 p.m.: 16 IR 2197; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-3-12 Telephone play requirements

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 12. (a) If the rule applicable to a specific instant game provides for telephone plays, the instant tickets for the instant game shall contain the following information:

(1) The telephone number or numbers which must be used to make telephone plays.

(2) The cost or cost per minute of a telephone play.

(3) A statement that only persons who are at least eighteen (18) years of age are permitted to make telephone plays.

(4) A statement that no additional purchase is necessary and a reference to the availability of contest rules and regulations.

(b) If the rule applicable to a specific instant game provides for telephone plays, and unless the rule applicable to the specific instant game provides otherwise, the telephone plays shall be conducted as provided in sections 13 through 15 of this rule. (*State Lottery Commission; 65 IAC 4-3-12; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 115; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-3-13 Telephone play restrictions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 13. Telephone plays shall be subject to the following restrictions:

(1) Only persons who are permitted by this title and IC 4-30 to purchase instant tickets and win instant prizes are permitted to make telephone plays and win telephone prizes.

(2) Each person who makes a telephone play shall be required to provide his or her age and telephone number in addition to one (1) or more numbers associated with the instant ticket with respect to which the telephone play is made. Neither the commission, the state, any employee of the commission or the state, nor any vendor or service provider to the commission will be liable for the failure of any person to win a telephone prize or any other consequences of a player's failure to provide the correct age, telephone number, or numbers associated with an instant ticket.

(3) No person shall be permitted to make a telephone play from a telephone located outside Indiana.

(4) No person shall be permitted to make more than fifty (50) telephone plays (including telephone plays pursuant to section 15 of this rule) in a single calendar month with respect to a single telephone number.

(5) Except as agreed in writing by the commission, neither the commission, the state, nor any vendor to the commission will be responsible for any telephone tolls or charges associated with a telephone play. The commission may use a "900" telephone number or other telephone number which results in additional charges to persons who make telephone plays.

(6) Neither the commission, the state, any employee of the commission or the state, nor any vendor or service provider to the commission will be liable for incorrect or inaccurate entry information with respect to a telephone play, whether caused by the player or by equipment failure, programming error, or human error associated with the processing of the telephone play.

(7) A telephone play is subject to all rules and procedures determined and announced by the director consistent with any specific instant game rules in this title.

(State Lottery Commission; 65 IAC 4-3-13; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 115; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-3-14 Telephone prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 14. (a) The winner of a telephone prize awarded prior to midnight may not redeem the prize until after noon on the following day. The winner of a telephone prize awarded after 11:59 p.m. may not redeem the prize from the commission or a retailer until after noon on the second following day.

(b) If the holder of an instant ticket is entitled to an instant prize greater than or equal to six hundred dollars (\$600) and is also entitled to a telephone prize in respect of that instant ticket, the holder of the instant ticket must claim both prizes at an office of the commission.

(c) Any telephone prize which consists of a coupon is subject to all terms of the coupon.

(d) Upon notice during the course of a telephone play, a person who wins a telephone prize in that telephone play may be required to claim the telephone prize from the commission or from a specific retailer or group of retailers.

(e) If a telephone prize consists of a coupon for merchandise or services to be supplied by a third party for free or for a reduced price and the third party fails or refuses to honor the terms of the coupon through no fault of the holder of the coupon, the commission shall replace the coupon with another coupon of substantially equal value. The determination of the relative value of coupons for purposes of this subsection is in the sole discretion of the commission. The commission, the director, and the commission's employees shall have no liability for failure of a third party to honor a coupon delivered as a telephone prize other than replacement of the coupon as provided in this subsection.

(f) If a telephone prize consists of an entry into a drawing or other event for the award of supplemental or consolation prizes, the drawing or other event shall be conducted in accordance with sections 7 and 10 of this rule, to the extent either section is applicable. *(State Lottery Commission; 65 IAC 4-3-14; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 116; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-3-15 Telephone free play option

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 15. (a) Any holder of an instant ticket may make a telephone play using a toll-free telephone number by following the procedures of this section and any additional requirements imposed by the director and announced in connection with a specific instant game.

(b) The holder of an instant ticket who desires to make a toll-free telephone play must mail a stamped, self-addressed envelope to P.O. Box 6092, Indianapolis, Indiana 46206-6092 to receive a card containing a PIN. The stamped, self-addressed envelope must be large enough to hold a card which is three (3) inches wide and five (5) inches long. The holder of the instant ticket may be required to provide such information and complete such forms as specified by the director as a condition to receipt of a PIN. Neither the commission, the state, any employee of the commission or the state, nor any vendor or service provider to the commission will be liable for the failure to receive a request for a PIN or the failure of an instant ticket holder to receive a PIN which was mailed to him or her.

(c) In order to make a toll-free telephone play, the holder of an instant ticket must place a telephone call to the number specified on the card containing the PIN and shall provide the PIN in the course of the telephone call. A PIN shall be valid for one (1) toll-free telephone play only.

(d) A holder of an instant ticket must mail his or her request for a PIN in accordance with this section at least thirty (30) days before the end of telephone plays for the applicable instant game, and the commission is not required to provide a PIN in response to any request mailed after that date. *(State Lottery Commission; 65 IAC 4-3-15; emergency rule filed Oct 7, 1991, 2:00 p.m.: 15 IR 116; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

Rule 4. Instant Game 01 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 5. Instant Game 02 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 6. Instant Game 03 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 7. Instant Game 04 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 8. Instant Game 05 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 9. Instant Game 06 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 10. Instant Game 07 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 11. Instant Game 08 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 12. Instant Game 09 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 13. Instant Game 10 (Repealed)

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(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 14. Instant Game 11 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 15. Instant Game 12 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 16. Instant Game 13 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 17. Instant Game 14 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 18. Instant Game 15 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 19. Instant Game 16 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 20. Instant Game 17 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 21. Instant Game 18 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 22. Instant Game 19 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 23. Instant Game 20 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 24. Instant Game 21 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 25. Instant Game 22 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 26. Instant Game 99 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 27. Instant Game 23 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 28. Instant Game 24 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 29. Instant Game 25 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 30. Instant Game 26 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 31. Instant Game 27 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 32. Instant Game 28 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 33. Instant Game 29 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 34. Instant Game 30 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 35. Instant Game 31 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 36. Instant Game 32 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 37. Instant Game 33 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 38. Instant Game 34 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 39. Instant Game 37 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 40. Instant Game 38 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 41. Instant Game 39 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 42. Instant Game 40 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 43. Instant Game 41 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 44. Instant Game 42 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 45. Instant Game 43 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 46. Instant Game 44 (Repealed)

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(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 47. Instant Game 46 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 48. Instant Game 47 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 49. Instant Game 48 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 50. Instant Game 49 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 51. Instant Game 50 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 52. Instant Game 51 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 53. Instant Game 52 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 54. Instant Game 53 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 55. Instant Game 54 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 56. Instant Game 55 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 57. Instant Game 56 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 58. Instant Game 57 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 59. Instant Game 58 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 60. Instant Game 59 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 61. Instant Game 60 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 62. Instant Game 61 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 63. Instant Game 62 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 64. Instant Game 63 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 65. Instant Game 64 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 66. Instant Game 65 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 67. Instant Game 66 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 68. Instant Game 67 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 69. Instant Game 68 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 70. Instant Game 70 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 71. Instant Game 71 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 72. Instant Game 72 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 73. Instant Game 73 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 74. Instant Game 74 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 75. Instant Game 75 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 76. Instant Game 76 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 77. Instant Game 77 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 78. Instant Game 78 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 79. Instant Game 79 (Repealed)

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(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 80. Instant Game 80 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 81. Instant Game 81 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 82. Instant Game 82 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 83. Instant Game 83 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 84. Instant Game 84 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 85. Instant Game 85 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 86. Instant Game 86 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 87. Instant Game 87 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 88. Instant Game 88 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 89. Instant Game 89 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 90. Instant Game 472

65 IAC 4-90-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 472, Deuces Wild". *(State Lottery Commission; 65 IAC 4-90-1; emergency rule filed Jun 30, 2000, 4:07 p.m.: 23 IR 2776)*

65 IAC 4-90-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 472 shall sell for one dollar (\$1) per ticket. *(State Lottery Commission; 65 IAC 4-90-2; emergency rule filed Jun 30, 2000, 4:07 p.m.: 23 IR 2776)*

65 IAC 4-90-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 472 shall contain fifteen (15) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. The play symbols and play symbol captions shall be arranged in a matrix of five (5) rows and three (3) columns. The rows shall be separate and independent groups labeled "GAME 1", "GAME 2", "GAME 3", "GAME 4", and "GAME 5", respectively. The left column shall be labeled "YOUR CARDS", the middle column shall be labeled "DEALER'S CARDS", and the right column in each row shall be labeled "PRIZE".

(b) The play symbols and play symbol captions, other than those of prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) The play symbol of a playing card with the number two (2) corresponding with the play symbol caption "DOUBLE".
- (2) The play symbol of a playing card with the number four (4) corresponding with the play symbol caption "FOR".
- (3) The play symbol of a playing card with the number five (5) corresponding with the play symbol caption "FIV".
- (4) The play symbol of a playing card with the number six (6) corresponding with the play symbol caption "SIX".
- (5) The play symbol of a playing card with the number seven (7) corresponding with the play symbol caption "SVN".
- (6) The play symbol of a playing card with the number eight (8) corresponding with the play symbol caption "EGT".
- (7) The play symbol of a playing card with the number nine (9) corresponding with the play symbol caption "NIN".
- (8) The play symbol of a playing card with the number ten (10) corresponding with the play symbol caption "TEN".
- (9) The play symbol of a playing card with a picture of a jack corresponding with the play symbol caption "JCK".
- (10) The play symbol of a playing card with a picture of a queen corresponding with the play symbol caption "QUN".
- (11) The play symbol of a playing card with a picture of a king corresponding with the play symbol caption "KNG".
- (12) The play symbol of a picture playing card with the letter "A" corresponding with the play symbol caption "ACE".

(c) The play symbols and play symbol captions of prize amounts shall consist of the following possible play symbols and play symbol captions:

- (1) \$1.00
ONE
- (2) \$2.00
TWO
- (3) \$4.00
FOUR
- (4) \$10.00
TEN
- (5) \$20.00
TWENTY
- (6) \$40.00
FORTY
- (7) \$2,500
TWY FIVE HUN

(State Lottery Commission; 65 IAC 4-90-3; emergency rule filed Jun 30, 2000, 4:07 p.m.: 23 IR 2776)

65 IAC 4-90-4 How to play and distribution of winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of a ticket in instant game number 472 shall remove the latex material covering the fifteen (15) play symbols and play symbol captions. If "YOUR CARD" is higher than the "DEALER'S CARD" in any row, the holder is entitled to the corresponding prize amount. If the play symbol and of a picture of a playing card with the number "2" and the play symbol caption "DOUBLE" is exposed in the "YOUR CARD" column in one (1) or more rows, the holder is entitled to double the corresponding prize amount. Aces are the high cards in instant game number 472. A holder may win up to five (5) times on a ticket.

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The play symbols, prize amounts, and number of winners in instant game number 472 are as follows:

Number of Winning Games and Play Symbols of Prizes and Doubles	Prize Amount	Approximate Number of Winners
1 - \$1.00	\$1	462,400
2 - \$1.00	\$2	54,400
1 - \$1.00 + DOUBLE	\$2	54,400
1 - \$2.00	\$2	95,200
4 - \$1.00	\$4	54,400
1 - \$2.00 + DOUBLE	\$4	27,200
1 - \$4.00	\$4	27,200
1 - \$4.00, 1 - \$2.00 + DOUBLE, and 1 - \$2.00	\$10	13,600
5 - \$2.00	\$10	13,600
1 - \$10.00	\$10	13,600
1 - \$10.00 + DOUBLE	\$20	6,800
1 - \$10.00, 1 - \$4.00 + DOUBLE, and 1 - \$2.00	\$20	6,800
5 - \$4.00	\$20	6,800
4 - \$10.00	\$40	2,125
2 - \$20.00	\$40	2,125
1 - \$40.00	\$40	2,125
1 - \$2,500	\$2,500	17

(State Lottery Commission; 65 IAC 4-90-4; emergency rule filed Jun 30, 2000, 4:07 p.m.: 23 IR 2777)

65 IAC 4-90-5 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately four million (4,000,000) instant tickets initially available in instant game number 472.

(b) The odds of winning a prize in instant game number 472 are approximately 1 in 4.84.

(c) All reorders of tickets for instant game number 472 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-90-5; emergency rule filed Jun 30, 2000, 4:07 p.m.: 23 IR 2777)*

65 IAC 4-90-6 End of game

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The last day to claim a prize in instant game number 472 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site or may be obtained through the commission's toll free customer service number or from

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any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-90-6; emergency rule filed Jun 30, 2000, 4:07 p.m.: 23 IR 2777)*

Rule 91. Instant Game 91 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 92. Instant Game 92 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 93. Instant Game 93 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 94. Instant Game 94 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 95. Instant Game 95 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 96. Instant Game 96 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 97. Instant Game 97 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 98. Instant Game 98 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 99. Instant Game 471

65 IAC 4-99-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 471, Money Bags". *(State Lottery Commission; 65 IAC 4-99-1; emergency rule filed Jun 30, 2000, 4:05 p.m.: 23 IR 2774)*

65 IAC 4-99-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 471 shall sell for one dollar (\$1) per ticket. *(State Lottery Commission; 65 IAC 4-99-2; emergency rule filed Jun 30, 2000, 4:05 p.m.: 23 IR 2774)*

65 IAC 4-99-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 471 shall contain twelve (12) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. Two (2) play symbols and play symbol captions shall appear in the area labeled "WINNING NUMBERS". Five (5) play symbols and play symbol captions representing numbers shall appear in a column labeled "YOUR NUMBERS". Five (5) play symbols and play symbol captions representing prize amounts shall

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be labeled "PRIZE" and paired with each of "YOUR NUMBERS".

(b) The play symbols and play symbol captions in instant game number 471, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THR
- (4) 4
FOR
- (5) 5
FIV
- (6) 6
SIX
- (7) 7
SVN
- (8) 8
EGT
- (9) 9
NIN
- (10) 10
TEN
- (11) 11
ELV
- (12) 12
TLV
- (13) 13
TRN
- (14) 14
FRN
- (15) 15
FTN
- (16) A picture of a money bag
WIN

(c) The play symbols and play symbol captions representing prize amounts in instant game number 471 shall consist of the following possible play symbols and play symbol captions:

- (1) \$1.00
ONE
- (2) \$2.00
TWO
- (3) \$3.00
THREE
- (4) \$5.00
FIVE
- (5) \$10.00
TEN
- (6) \$15.00
FIFTEEN
- (7) \$20.00

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- TWENTY
(8) \$50.00
FIFTY
(9) \$100
ONE HUN
(10) \$3,000
THR THOU

(State Lottery Commission; 65 IAC 4-99-3; emergency rule filed Jun 30, 2000, 4:05 p.m.: 23 IR 2774)

65 IAC 4-99-4 How to play and distribution of winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of a ticket in instant game number 471 shall remove the latex material covering the twelve (12) play symbols and play symbol captions. If either of the "LUCKY NUMBERS" match one (1) or more of "YOUR NUMBERS", the holder is entitled to the prize amount in the "PRIZE" box paired with the matched number. If the play symbol of a picture of a money bag is exposed in the "YOUR NUMBERS" area, the holder is automatically entitled to the prize amount in the "PRIZE" box paired with that play symbol. A player may win up to five (5) times on an instant ticket in instant game number 471. The matched play symbols, prize amounts, and number of winners in instant game number 471 are as follows:

Number and Amount of Winning Play Symbols	Prize Amount	Approximate Number of Winners
1 - \$1.00	\$1	408,000
1 - \$2.00	\$2	244,800
1 - \$5.00	\$5	122,400
5 - \$2.00	\$10	13,600
1 - \$10.00	\$10	13,600
5 - \$3.00	\$15	6,800
1 - \$15.00	\$15	6,800
2 - \$10.00	\$20	6,800
1 - \$20.00	\$20	6,800
5 - \$10.00	\$50	1,020
1 - \$50.00	\$50	1,020
5 - \$20.00	\$100	170
1 - \$100	\$100	170
5 - \$100	\$500	17
1 - \$3,000	\$3,000	5

(State Lottery Commission; 65 IAC 4-99-4; emergency rule filed Jun 30, 2000, 4:05 p.m.: 23 IR 2775)

65 IAC 4-99-5 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

- Sec. 5. (a) There shall be approximately four million (4,000,000) instant tickets initially available in instant game number 471.
(b) The odds of winning a prize in instant game number 471 are approximately 1 in 4.90.

(c) All reorders of tickets for instant game number 471 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-99-5; emergency rule filed Jun 30, 2000, 4:05 p.m.: 23 IR 2775)*

65 IAC 4-99-6 End of game

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The last day to claim a prize in instant game number 472 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site or may be obtained through the commission's toll free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-99-6; emergency rule filed Jun 30, 2000, 4:05 p.m.: 23 IR 2775)*

Rule 100. Instant Game 01 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 101. Instant Game 02 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 102. Instant Game 03 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 103. Instant Game 04 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 104. Instant Game 05 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 105. Instant Game 06 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 106. Instant Game 08 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 107. Instant Game 09 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 108. Instant Game 10 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 109. Instant Game 11 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 110. Instant Game 12 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Sep 12, 1996, 4:30 p.m.: 20 IR 357)

Rule 111. Instant Game 13 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 112. Instant Game 14 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 113. Instant Game 15 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 114. Instant Game 16 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 115. Instant Game 17 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 116. Instant Game 18 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 117. Instant Game 19 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 118. Instant Game 20 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 119. Instant Game 21 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 120. Instant Game 22 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 121. Instant Game 23 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 122. Instant Game 24 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 123. Instant Game 25 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 124. Instant Game 26 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 125. Instant Game 27 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 126. Instant Game 28 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 127. Instant Game 29 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 128. Instant Game 30 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 129. Instant Game 31 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 130. Instant Game 32 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 131. Instant Game 33 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 132. Instant Game 34 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 133. Instant Game 35 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 134. Instant Game 36 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 135. Instant Game 37 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 136. Instant Game 38 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 137. Instant Game 39 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 138. Instant Game 40 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 139. Instant Game 141 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 140. Instant Game 168 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 141. Instant Game 189 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 142. Instant Game 149 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 143. Instant Game 150 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 144. Instant Game 142 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 145. Instant Game 146 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 146. Instant Game 159 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 147. Instant Game 188 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 148. Instant Game 156 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 149. Instant Game 143 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 150. Instant Game 144 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 151. Instant Game 155 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 152. Instant Game 145 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 153. Instant Game 148 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 154. Instant Game 160 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 155. Instant Game 190 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 156. Instant Game 157 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 157. Instant Game 158 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 158. Instant Game 151 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 159. Instant Game 191 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 160. Instant Game 152 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 161. Instant Game 153 (Repealed)

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(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 162. Instant Game 147 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 163. Instant Game 154 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 164. Instant Game 185 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 165. Instant Game 186 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 166. Instant Game 161 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 167. Instant Game 162 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 168. Instant Game 163 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 169. Instant Game 164 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 170. Instant Game 165 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 171. Instant Game 180 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 172. Instant Game 187 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 173. Instant Game 167 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 174. Instant Game 169 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 175. Instant Game 170 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 176. Instant Game 195 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 177. Instant Game 179 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 178. Instant Game 171 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 179. Instant Game 172 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 180. Instant Game 173 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 181. Instant Game 175 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 182. Instant Game 176 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 183. Instant Game 177

65 IAC 4-183-1 Name (Repealed)

Sec. 1. *(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)*

65 IAC 4-183-2 Ticket price (Repealed)

Sec. 2. *(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)*

65 IAC 4-183-3 Play symbols (Repealed)

Sec. 3. *(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)*

65 IAC 4-183-4 How to play (Repealed)

Sec. 4. *(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)*

65 IAC 4-183-5 “Winning play” defined (Repealed)

Sec. 5. *(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)*

65 IAC 4-183-6 Determination of prize winners (Repealed)

Sec. 6. *(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)*

65 IAC 4-183-7 “Pack” defined (Repealed)

Sec. 7. *(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)*

65 IAC 4-183-8 Number of prizes (Repealed)

Sec. 8. *(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)*

65 IAC 4-183-9 Number of tickets and odds of winning (Repealed)

Sec. 9. *(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)*

65 IAC 4-183-10 Claim deadline (Repealed)

Sec. 10. *(Repealed by State Lottery Commission; emergency rule filed Aug 5, 1998, 5:02 p.m.: 21 IR 4544)*

Rule 184. Instant Game 178 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 185. Instant Game 197 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 186. Instant Game 182 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 187. Instant Game 174 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 188. Instant Game 181 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 189. Instant Game 183 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 190. Instant Game 184 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 191. Instant Game 192 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 192. Instant Game 166 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 193. Instant Game 193 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 194. Instant Game 194 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219; errata filed Oct 9, 1998, 3:38 p.m.: 22 IR 468)

Rule 195. Instant Game 196 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 196. Instant Game 230 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219; errata filed Oct 9, 1998, 3:38 p.m.: 22 IR 468)

Rule 197. Instant Game 198 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 198. Instant Game 200 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 199. Instant Game 201 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 200. Instant Game 233 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 201. Instant Game 202 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 202. Instant Game 203 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 203. Instant Game 232 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 204. Instant Game 204 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 205. Instant Game 473

65 IAC 4-205-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 473, Crazy 8's Bingo". *(State Lottery Commission; 65 IAC 4-205-1; emergency rule filed Aug 31, 2000, 2:31 p.m.: 24 IR 30; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-205-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets for instant game number 473 shall sell for two dollars (\$2) per ticket. *(State Lottery Commission; 65 IAC 4-205-2; emergency rule filed Aug 31, 2000, 2:31 p.m.: 24 IR 30; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-205-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Instant tickets for instant game number 473 shall have two (2) separate and independent game play data areas. The game play data area located on the left side of each instant ticket shall be labeled "CALLER'S CARD" and shall have twenty-four (24) play symbols arranged in a matrix of eight (8) rows and three (3) columns. The game play data area on the right side of each instant ticket shall have four (4) separate games labeled "CARD 1", "CARD 2", "CARD 3", and "CARD 4", respectively. Each card shall each have twenty-five (25) play symbols arranged in a matrix of five (5) rows and five (5) columns. The columns on each card shall be labeled B, I, N, G, and O, respectively.

(b) The play symbols for "CARD 1", "CARD 2", "CARD 3", and "CARD 4" shall consist of the following possible play symbols:

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SYMBOL	SYMBOL	SYMBOL	SYMBOL	SYMBOL
1	16	31	46	61
2	17	32	47	62
3	18	33	48	63
4	19	34	49	64
5	20	35	50	65
6	21	36	51	66
7	22	37	52	67
8	23	38	53	68
9	24	39	54	69
10	25	40	55	70
11	26	41	56	71
12	27	42	57	72
13	28	43	58	73
14	29	44	59	74
15	30	45	60	75

FREE

(c) The play symbols for “CALLER’S CARD” shall consist of the following possible play symbols:

SYMBOL	SYMBOL	SYMBOL	SYMBOL	SYMBOL
B1	I16	N31	G46	O61
B2	I17	N32	G47	O62
B3	I18	N33	G48	O63
B4	I19	N34	G49	O64
B5	I20	N35	G50	O65
B6	I21	N36	G51	O66
B7	I22	N37	G52	O67
B8	I23	N38	G53	O68
B9	I24	N39	G54	O69
B10	I25	N40	G55	O70
B11	I26	N41	G56	O71
B12	I27	N42	G57	O72
B13	I28	N43	G58	O73
B14	I29	N44	G59	O74
B15	I30	N45	G60	O75

(State Lottery Commission; 65 IAC 4-205-3; emergency rule filed Aug 31, 2000, 2:31 p.m.; 24 IR 30; readopted filed Nov 30, 2001, 11:02 a.m.; 25 IR 1268)

65 IAC 4-205-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

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Sec. 4. The holder of an instant ticket for instant game 473 must remove the latex material covering the play symbols and play symbol captions in the game play data areas. (*State Lottery Commission; 65 IAC 4-205-4; emergency rule filed Aug 31, 2000, 2:31 p.m.: 24 IR 30; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-205-5 “Winning play” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) For purposes of this rule, “winning play” means that the play symbols on “CARD 1”, “CARD 2”, “CARD 3”, or “CARD 4”, or a combination thereof, which match “CALLING CARD” play symbols in any of the following manners:

(1) Five (5) play symbols in a vertical, horizontal, or diagonal line.

(2) One (1) play symbol in each corner.

(3) Eight (8) play symbols arranged diagonally from corner to corner in the form of an “X”.

(4) Eleven (11) play symbols arranged in the form of an “8” corresponding with the highlighted “8” spaces.

(b) A valid instant ticket in instant game 473 may contain a maximum of four (4) winning plays. There shall, however, be no more than one (1) winning play in “CARD 1”, “CARD 2”, “CARD 3”, or “CARD 4”, respectively, on a single instant ticket. (*State Lottery Commission; 65 IAC 4-205-5; emergency rule filed Aug 31, 2000, 2:31 p.m.: 24 IR 31; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-205-6 Determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The holder of a valid instant ticket having a winning play as described in section 5 of this rule is entitled to a prize. The prize amounts and number of winners in instant game number 473 are as follows:

Winning Cards and Winning Plays	Prize Amount	Approximate Number of Winners
CARD 1 – 5(a)(1)	\$2	375,000
CARD 2 – 5(a)(1)	\$3	120,000
CARD 1 – 5(a)(1) and CARD 2 – 5(a)(1)	\$5	90,000
CARD 1 – 5(a)(4)	\$8	30,300
CARD 3 – 5(a)(1)	\$10	15,000
CARD 1 – 5(a)(4) and CARD 3 – 5(a)(1)	\$18	15,000
CARD 1 – 5(a)(2) and CARD 2 – 5(a)(1)	\$28	2,500
CARD 1 – 5(a)(1), CARD 2 – 5(a)(1), CARD 3 – 5(a)(1), and CARD 4 – 5(a)(1)	\$40	1,875
CARD 2 – 5(a)(4) and CARD 1 – 5(a)(1)	\$90	1,250
CARD 1 – 5(a)(3)	\$150	625
CARD 1 – 5(a)(2), CARD 2 – 5(a)(2), and CARD 4 – 5(a)(1)	\$200	675
CARD 1 – 5(a)(3) and CARD 2 – 5(a)(2)	\$200	125
CARD 1 – 5(a)(2), CARD 2 – 5(a)(2), CARD 3 – 5(a)(2), and CARD 4 – 5(a)(1)	\$250	125
CARD 4 – 5(a)(2)	\$250	50
CARD 2 – 5(a)(3)	\$250	25
CARD 3 – 5(a)(4) and CARD 1 – 5(a)(1)	\$890	25

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CARD 3 – 5(a)(3)	\$1,000	25
CARD 4 – 5(a)(4) and CARD 1 – 5(a)(1)	\$8,890	12
CARD 4 – 5(a)(3)	\$10,000	10

(State Lottery Commission; 65 IAC 4-205-6; emergency rule filed Aug 31, 2000, 2:31 p.m.: 24 IR 31; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-205-7 Number of tickets and odds of winning

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) A total of approximately three million (3,000,000) instant tickets will be initially available for instant game number 473.

(b) The odds of winning a prize with an instant ticket in instant game number 473 are approximately 1 in 4.40.

(c) All reorders of tickets for instant game number 346 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-205-7; emergency rule filed Aug 31, 2000, 2:31 p.m.: 24 IR 31; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

Rule 206. Instant Game 887

65 IAC 4-206-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is “Instant Game Number 887, Hoosier Millionaire”. *(State Lottery Commission; 65 IAC 4-206-1; emergency rule filed May 8, 2003, 8:25 a.m.: 26 IR 3348)*

65 IAC 4-206-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 887 shall sell for one dollar (\$1) per ticket. *(State Lottery Commission; 65 IAC 4-206-2; emergency rule filed May 8, 2003, 8:25 a.m.: 26 IR 3348)*

65 IAC 4-206-3 Instant ticket layout

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. Each instant ticket in instant game number 887 shall contain ten (10) play symbols and play symbol captions in the game play data area all concealed under a spot of latex material. One (1) play symbol and play symbol caption representing a number shall appear in the box labeled “YOUR NUMBER”. Eight (8) play symbols and play symbol captions shall appear in the box labeled “YOUR GAME NUMBERS” and be arranged in pairs representing numbered coins and prize amounts. One (1) play symbol and play symbol caption shall appear in the box labeled “BONUS”. *(State Lottery Commission; 65 IAC 4-206-3; emergency rule filed May 8, 2003, 8:25 a.m.: 26 IR 3348)*

65 IAC 4-206-4 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The play symbols and play symbol captions representing prize amounts in instant game number 887 shall consist of the following possible play symbols and play symbol captions:

- (1) ENTRY
ENTRY
- (2) \$1.00
ONE
- (3) \$2.00
TWO
- (4) \$3.00
THREE
- (5) \$4.00
FOUR
- (6) \$5.00
FIVE
- (7) \$10.00
TEN
- (8) \$500
FIVE HUN

(b) The play symbols and play symbol captions, other than those representing prize amounts or appearing in the "BONUS" box, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THREE
- (4) 4
FOUR
- (5) 5
FIVE
- (6) 6
SIX
- (7) 7
SEVEN
- (8) 8
EIGHT
- (9) 9
NINE
- (10) 10
TEN
- (11) 11
ELEVEN
- (12) 12
TWELVE
- (13) 13
THIRTN

- (14) 14
FOURTN
- (15) 15
FIFTN
- (16) 16
SIXTN
- (17) 17
SVNTN
- (18) 18
EGHTN
- (19) 19
NINTN
- (20) 20
TWENTY
- (21) 21
TWYONE
- (22) 22
TWY TWO
- (23) 23
TWYTHR
- (24) 24
TWYFOR
- (25) 25
TWYFIV
- (26) 26
TWYSIX
- (27) 27
TWYSVN
- (28) 28
TWYEGT
- (29) 29
TWYNIN
- (30) 30
THIRTY

(c) The play symbols and play symbol captions appearing in the “BONUS” box shall consist of the following possible play symbols and play symbol captions:

- (1) YOU ARE ON THE SHOW
SEE TICKET BACK FOR DETAILS
- (2) STOPPER-TRY AGAIN
SEE TICKET BACK FOR DETAILS

(State Lottery Commission; 65 IAC 4-206-4; emergency rule filed May 8, 2003, 8:25 a.m.: 26 IR 3348)

65 IAC 4-206-5 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 5. The holder of a valid instant ticket in instant game number 887 shall remove the latex material covering the ten (10) play symbols and play symbol captions. If one (1) or more of the play symbols and play symbol captions exposed in the “YOUR GAME NUMBERS” box match the play symbol and play symbol caption exposed in the “YOUR NUMBER” box, the holder is entitled to the paired prize. If “YOU ARE ON THE SHOW” is exposed in the “BONUS” box, the holder is automatically entitled

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to be a contestant on a future installment of the Hoosier Millionaire® Game Show. (*State Lottery Commission; 65 IAC 4-206-5; emergency rule filed May 8, 2003, 8:25 a.m.: 26 IR 3349*)

65 IAC 4-206-6 Prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The prize amounts and number of winners in instant game number 887 are as follows:

Winning Play Symbols	Prize Amount	Approximate Number of Winners
ENTRY	Entry into drawing to be a contestant on the Hoosier Millionaire® Game Show	173,600
1-\$1.00	\$1	545,600
2-\$1.00	\$2	421,600
1-\$2.00	\$2	148,800
3-\$1.00	\$3	24,800
1-\$1.00 + 1-\$2.00	\$3	24,800
1-\$3.00	\$3	24,800
4-\$1.00	\$4	49,600
3-\$1.00 + 1-\$2.00	\$5	24,800
1-\$1.00 + 2-\$2.00	\$5	24,800
1-\$1.00 + 1-\$4.00	\$5	24,800
1-\$5.00	\$5	124,000
2-\$5.00	\$10	12,400
1-\$10.00 + 2-\$5.00	\$20	24,800
1-\$500	\$500	6
YOU ARE ON THE SHOW	Automatic contestant on a future Hoosier Millionaire® Game Show	16

(*State Lottery Commission; 65 IAC 4-206-6; emergency rule filed May 8, 2003, 8:25 a.m.: 26 IR 3349*)

65 IAC 4-206-7 Number of ticket; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) There shall be approximately seven million (7,000,000) instant tickets initially available in instant game number 887.

(b) The odds of winning a prize in instant game number 887 are approximately 1 in 4.51.

(c) All reorders of tickets for instant game number 887 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. (*State Lottery Commission; 65 IAC 4-206-7; emergency rule filed May 8, 2003, 8:25 a.m.: 26 IR 3349*)

65 IAC 4-206-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. Players will have up to sixty (60) days from the end of instant game 887 within which to claim their prizes. End of

game and last day to claim dates are available from any retailer who sells lottery tickets, through the commission's customer service number, 1-800-955-6886, and on its Web site, www.hoosierlottery.com. Any prizes not claimed by that date are forfeited. (*State Lottery Commission; 65 IAC 4-206-8; emergency rule filed May 8, 2003, 8:25 a.m.: 26 IR 3350*)

Rule 207. Instant Game 199 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 208. Instant Game 205 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 209. Instant Game 206 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219; errata filed Oct 9, 1998, 3:38 p.m.: 22 IR 468)

Rule 210. Instant Game 207 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 211. Instant Game 236 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 212. Instant Game 209 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 213. Instant Game 210 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219; errata filed Oct 9, 1998, 3:38 p.m.: 22 IR 468)

Rule 214. Instant Game 211 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 215. Instant Game 208 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219; errata filed Oct 9, 1998, 3:38 p.m.: 22 IR 468)

Rule 216. Instant Game 237 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 217. Instant Game 238 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 218. Instant Game 231 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 219. Instant Game 212 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219; errata filed Oct 9, 1998, 3:38 p.m.: 22 IR 468)

Rule 220. Instant Game 213 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 221. Instant Game 214 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 222. Instant Game 234 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 223. Instant Game 215 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 224. Instant Game 216 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 225. Instant Game 217 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 226. Instant Game 218 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 227. Instant Game 219 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 228. Instant Game 220 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 229. Instant Game 221 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 230. Instant Game 222 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 231. Instant Game 246 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 232. Instant Game 224 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 233. Instant Game 225 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 234. Instant Game 226 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219; errata filed Oct 9, 1998, 3:38 p.m.: 22 IR 468)

Rule 235. Instant Game 243 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 236. Instant Game 228 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 237. Instant Game 229 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 238. Instant Game 235 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 239. Instant Game 239 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 240. Instant Game 240 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 241. Instant Game 241 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 242. Instant Game 242 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 243. Instant Game 227 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 244. Instant Game 244 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 245. Instant Game 245 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 246. Instant Game 247 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 247. Instant Game 248 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 248. Instant Game 249

65 IAC 4-248-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 249, Super Bonus Bingo". *(State Lottery Commission; 65 IAC 4-248-1; emergency rule filed Jul 11, 1997, 3:45 p.m.: 20 IR 3383; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-248-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets for instant game number 249 shall sell for two dollars (\$2) per ticket. *(State Lottery Commission; 65 IAC 4-248-2; emergency rule filed Jul 11, 1997, 3:45 p.m.: 20 IR 3383; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-248-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Instant tickets for instant game number 249 shall have two (2) separate and independent game play data areas. The game play data area on the right side of each instant ticket shall have four (4) separate games labeled "CARD 1", "CARD 2", "CARD 3", and "CARD 4", respectively. The game play data area on the left side of each instant ticket shall be labeled "CALLER'S CARD" and shall have thirty (30) play symbols arranged in a matrix of ten (10) rows and three (3) columns. "CARD 1", "CARD 2", "CARD 3", and "CARD 4" shall each have twenty-five (25) play symbols arranged in a matrix of five (5) rows and five (5) columns. The columns on each card shall be labeled B, I, N, G, and O, respectively.

(b) The play symbols for "CARD 1", "CARD 2", "CARD 3", and "CARD 4" shall consist of the following possible play symbols:

SYMBOL SYMBOL SYMBOL SYMBOL SYMBOL

1	16	31	46	61
2	17	32	47	62
3	18	33	48	63
4	19	34	49	64
5	20	35	50	65
6	21	36	51	66
7	22	37	52	67
8	23	38	53	68
9	24	39	54	69
10	25	40	55	70
11	26	41	56	71
12	27	42	57	72
13	28	43	58	73
14	29	44	59	74
15	30	45	60	75

FREE

(c) The play symbols for "CALLER'S CARD" shall consist of the following possible play symbols:

SYMBOL SYMBOL SYMBOL SYMBOL SYMBOL

B1	I16	N31	G46	O61
B2	I17	N32	G47	O62
B3	I18	N33	G48	O63
B4	I19	N34	G49	O64
B5	I20	N35	G50	O65
B6	I21	N36	G51	O66
B7	I22	N37	G52	O67
B8	I23	N38	G53	O68
B9	I24	N39	G54	O69
B10	I25	N40	G55	O70
B11	I26	N41	G56	O71

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B12	I27	N42	G57	O72
B13	I28	N43	G58	O73
B14	I29	N44	G59	O74
B15	I30	N45	G60	O75

(State Lottery Commission; 65 IAC 4-248-3; emergency rule filed Jul 11, 1997, 3:45 p.m.: 20 IR 3383; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-248-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of an instant ticket for instant game 249 must remove the latex material covering the thirty (30) play symbols on the left side of the game play data area labeled "CALLER'S CARD". *(State Lottery Commission; 65 IAC 4-248-4; emergency rule filed Jul 11, 1997, 3:45 p.m.: 20 IR 3383; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-248-5 "Winning play" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) For purposes of this rule, "winning play" means play symbols on "CARD 1", "CARD 2", "CARD 3", or "CARD 4", or a combination thereof, which match "CALLING CARD" play symbols in any of the following manners:

(1) Five (5) play symbols in a vertical, horizontal, or diagonal line.

(2) One (1) play symbol in each corner.

(3) Eight (8) play symbols arranged from corner to corner in the form of an "X".

(b) A valid instant ticket in instant game 249 may contain a maximum of four (4) winning plays. There shall, however, be no more than one (1) winning play in "CARD 1", "CARD 2", "CARD 3", or "CARD 4", respectively, on a single instant ticket. *(State Lottery Commission; 65 IAC 4-248-5; emergency rule filed Jul 11, 1997, 3:45 p.m.: 20 IR 3383; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-248-6 Determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. (a) The holder of a valid instant ticket having a winning play as described in section 5 of this rule is entitled to a prize.

(b) The holder of a valid instant ticket having one (1) winning play as described in section 5(a)(1) of this rule on "CARD 1" is entitled to a prize of two dollars (\$2).

(c) The holder of a valid instant ticket having one (1) winning play as described in section 5(a)(1) of this rule on "CARD 2" is entitled to a prize of three dollars (\$3).

(d) The holder of a valid instant ticket having one (1) winning play as described in section 5(a)(1) of this rule on both "CARD 1" and "CARD 2", respectively, is entitled to a prize of five dollars (\$5).

(e) The holder of a valid instant ticket having one (1) winning play as described in section 5(a)(1) of this rule on "CARD 3" is entitled to a prize of ten dollars (\$10).

(f) The holder of a valid instant ticket having one (1) winning play as described in section 5(a)(1) of this rule on "CARD 4" is entitled to a prize of twenty dollars (\$20).

(g) The holder of a valid instant ticket having one (1) winning play as described in section 5(a)(1) of this rule on "CARD 1", "CARD 2", and "CARD 4", respectively, is entitled to a prize of twenty-five dollars (\$25).

(h) The holder of a valid instant ticket having one (1) winning play as described in section 5(a)(1) of this rule on "CARD 1", "CARD 2", "CARD 3", and "CARD 4", respectively, is entitled to a prize of thirty-five dollars (\$35).

(i) The holder of a valid instant ticket having one (1) winning play as described in section 5(a)(2) of this rule on "CARD 2"

is entitled to a prize of fifty dollars (\$50).

(j) The holder of a valid instant ticket having one (1) winning play as described in section 5(a)(3) of this rule on “CARD 1” is entitled to a prize of one hundred fifty dollars (\$150).

(k) The holder of a valid instant ticket having one (1) winning play as described in section 5(a)(2) of this rule on both “CARD 1” and “CARD 3”, respectively, and one (1) winning play as described in section 5(a)(1) of this rule on “CARD 4” is entitled to a prize of one hundred ninety-five dollars (\$195).

(l) The holder of a valid instant ticket having one (1) winning play as described in section 5(a)(2) of this rule on “CARD 2” and one (1) winning play as described in section 5(a)(3) of this rule on “CARD 1” is entitled to a prize of two hundred dollars (\$200).

(m) The holder of a valid instant ticket having one (1) winning play as described in section 5(a)(2) of this rule on “CARD 1”, “CARD 2”, and “CARD 3”, respectively, and one (1) winning play as described in section 5(a)(1) of this rule on “CARD 4” is entitled to a prize of two hundred forty-five dollars (\$245).

(n) The holder of a valid instant ticket having one (1) winning play as described in section 5(a)(3) of this rule on “CARD 2” is entitled to a prize of two hundred fifty dollars (\$250).

(o) The holder of a valid instant ticket having one (1) winning play as described in section 5(a)(2) of this rule on “CARD 4” is entitled to a prize of two hundred fifty dollars (\$250).

(p) The holder of a valid instant ticket having one (1) winning play as described in section 5(a)(3) of this rule on “CARD 3” is entitled to a prize of one thousand dollars (\$1,000).

(q) The holder of a valid instant ticket having one (1) winning play as described in section 5(a)(3) of this rule on “CARD 4” is entitled to a prize of twenty thousand dollars (\$20,000). (*State Lottery Commission; 65 IAC 4-248-6; emergency rule filed Jul 11, 1997, 3:45 p.m.: 20 IR 3384; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-248-7 “Pack” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. For purposes of instant game number 249, “pack” means a set of instant tickets each bearing a common pack number, fan-folder in strips of one (1) ticket. (*State Lottery Commission; 65 IAC 4-248-7; emergency rule filed Jul 11, 1997, 3:45 p.m.: 20 IR 3384; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-248-8 Number of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. The following prizes will be available in instant game number 249:

- (1) Approximately nine hundred seventy-nine thousand two hundred (979,200) prizes of two dollars (\$2).
- (2) Approximately six hundred twelve thousand (612,000) prizes of three dollars (\$3).
- (3) Approximately three hundred sixty-seven thousand two hundred (367,200) prizes of five dollars (\$5).
- (4) Approximately eighty-one thousand six hundred (81,600) prizes of ten dollars (\$10).
- (5) Approximately forty thousand eight hundred (40,800) prizes of twenty dollars (\$20).
- (6) Approximately twenty thousand four hundred (20,400) prizes of twenty-five dollars (\$25).
- (7) Approximately twenty thousand four hundred (20,400) prizes of thirty-five dollars (\$35).
- (8) Approximately twenty thousand four hundred (20,400) prizes of fifty dollars (\$50).
- (9) Approximately two hundred seventy-two (272) prizes of one hundred fifty dollars (\$150).
- (10) Approximately two hundred four (204) prizes of one hundred ninety-five dollars (\$195).
- (11) Approximately two hundred four (204) prizes of two hundred dollars (\$200).
- (12) Approximately one hundred thirty-six (136) prizes of two hundred forty-five dollars (\$245).
- (13) Approximately one hundred thirty-six (136) prizes of two hundred fifty dollars (\$250) when “CARD 2” has a winning play as described in section 5(a)(3) of this rule.
- (14) Approximately one hundred thirty-six (136) prizes of two hundred fifty dollars (\$250) when “CARD 4” has a winning

play as described in section 5(a)(2) of this rule.

(15) Approximately sixty-eight (68) prizes of one thousand dollars (\$1,000).

(16) Approximately twenty-four (24) prizes of twenty thousand dollars (\$20,000).

(State Lottery Commission; 65 IAC 4-248-8; emergency rule filed Jul 11, 1997, 3:45 p.m.: 20 IR 3385; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-248-9 Number of tickets and odds of winning

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 9. (a) A total of approximately eight million (8,000,000) instant tickets will be initially available for instant game number 249.

(b) The odds of winning a prize with an instant ticket in instant game number 249 are approximately 1 in 3.81. *(State Lottery Commission; 65 IAC 4-248-9; emergency rule filed Jul 11, 1997, 3:45 p.m.: 20 IR 3385; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-248-10 Reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 10. All reorders of tickets for instant game number 249 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-248-10; emergency rule filed Nov 1, 2001, 1:50 p.m.: 25 IR 816; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-248-11 Last claim date

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 11. The last day to claim a prize in instant game number 249 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site or may be obtained through the commission's toll free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-248-11; emergency rule filed Nov 1, 2001, 1:50 p.m.: 25 IR 816; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

Rule 249. Instant Game 223 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 250. Instant Game 254 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 251. Instant Game 266 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 252. Instant Game 252 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 253. Instant Game 259 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 254. Instant Game 253 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 255. Instant Game 255 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 256. Instant Game 251 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 257. Instant Game 263 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 258. Instant Game 261 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 259. Instant Game 250 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 260. Instant Game 265 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 261. Instant Game 264 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 262. Instant Game 258 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 263. Instant Game 257 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 264. Instant Game 268 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219; errata filed Oct 9, 1998, 3:38 p.m.: 22 IR 468)

Rule 265. Instant Game 269 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219; errata filed Oct 9, 1998, 3:38 p.m.: 22 IR 469)

Rule 266. Instant Game 270 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219; errata filed Oct 9, 1998, 3:38 p.m.: 22 IR 468)

Rule 267. Instant Game 271 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 268. Instant Game 272 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 269. Instant Game 273 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 270. Instant Game 274 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 271. Instant Game 275 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 272. Instant Game 276

65 IAC 4-272-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 276, Lucky Slots". *(State Lottery Commission; 65 IAC 4-272-1; emergency rule filed Dec 12, 1997, 11:40 a.m.: 21 IR 1789)*

65 IAC 4-272-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets for instant game number 276 shall sell for two dollars (\$2) per ticket. *(State Lottery Commission; 65 IAC 4-272-2; emergency rule filed Dec 12, 1997, 11:40 a.m.: 21 IR 1789)*

65 IAC 4-272-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Instant tickets for instant game number 276 shall have eighteen (18) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. The play symbols and play symbol captions shall be arranged in six (6) separate and independent games each consisting of three (3) play symbols and play symbol captions. The games shall be labeled "GAME 1", "GAME 2", "GAME 3", "GAME 4", "GAME 5", and "GAME 6", respectively.

(b) The play symbols and play symbol captions in instant game number 276 shall consist of the following possible play symbols and play symbol captions:

(1) The play symbol of a picture of the number seven (7) corresponding with the play symbol caption "SEVEN".

(2) The play symbol of a picture of a gold bar corresponding with the play symbol caption "BAR".

(3) The play symbol of a picture of a star corresponding with the play symbol caption "STAR".

(4) The play symbol of a picture of an apple corresponding with the play symbol caption "APPLE".

(5) The play symbol of a picture of a plum corresponding with the play symbol caption "PLUM".

(6) The play symbol of a picture of a horseshoe corresponding with the play symbol caption "SHOE".

(7) The play symbol of a picture of a bell corresponding with the play symbol caption "BELL".

(8) The play symbol of a picture of a lemon corresponding with the play symbol caption "LEMON".

(9) The play symbol of a picture of a dollar sign corresponding with the play symbol caption "MONEY".

(10) The play symbol of a picture of a bunch of cherries corresponding with the play symbol caption "CHERRY".

(11) The play symbol of a picture of a circle surrounding a dollar sign corresponding with the play symbol caption "WILD".

(State Lottery Commission; 65 IAC 4-272-3; emergency rule filed Dec 12, 1997, 11:40 a.m.: 21 IR 1789)

65 IAC 4-272-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

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Sec. 4. The holder of an instant ticket for instant game number 276 must remove the latex material covering the eighteen (18) play symbols and play symbol captions. If the ticket includes one (1) or more games containing three (3) matching play symbol captions or two (2) matching play symbol captions and the play symbol caption "WILD", the holder is entitled to a prize. (*State Lottery Commission; 65 IAC 4-272-4; emergency rule filed Dec 12, 1997, 11:40 a.m.: 21 IR 1789*)

65 IAC 4-272-5 Determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) The holder of a valid instant ticket with one (1) game in which three (3) play symbol captions of "CHERRY" or two (2) play symbols of "CHERRY" and the play symbol caption "WILD" are exposed is entitled to a prize of two dollars (\$2).

(b) The holder of a valid instant ticket with two (2) games in which three (3) play symbol captions of "CHERRY" or two (2) play symbol captions of "CHERRY" and the play symbol caption "WILD" are exposed is entitled to a prize of four dollars (\$4).

(c) The holder of a valid instant ticket with one (1) game in which three (3) play symbol captions of a picture of a dollar sign or two (2) play symbol captions of a picture of a dollar sign and the play symbol caption "WILD" are exposed is entitled to a prize of four dollars (\$4).

(d) The holder of a valid instant ticket with one (1) game in which three (3) play symbol captions of "LEMON" or two (2) play symbol captions of "LEMON" and the play symbol caption "WILD" are exposed is entitled to a prize of five dollars (\$5).

(e) The holder of a valid instant ticket with five (5) games in which three (3) play symbol captions of "CHERRY" or two (2) play symbol captions of "CHERRY" and the play symbol caption "WILD" are exposed is entitled to a prize of ten dollars (\$10).

(f) The holder of a valid instant ticket with one (1) game in which three (3) play symbol captions of "BELL" or two (2) play symbol captions of "BELL" and the play symbol caption "WILD" are exposed is entitled to a prize of ten dollars (\$10).

(g) The holder of a valid instant ticket with one (1) game in which three (3) play symbol captions of "SHOE" or two (2) play symbol captions of "SHOE" and the play symbol caption "WILD" are exposed is entitled to a prize of twenty dollars (\$20).

(h) The holder of a valid instant ticket with two (2) games in which three (3) play symbol captions of "BELL" or two (2) play symbol captions of "BELL" and the play symbol caption "WILD" are exposed is entitled to a prize of twenty dollars (\$20).

(i) The holder of a valid instant ticket with six (6) games in which three (3) play symbol captions of "LEMON" or two (2) play symbol captions of "LEMON" and the play symbol caption "WILD" are exposed is entitled to a prize of thirty dollars (\$30).

(j) The holder of a valid instant ticket with one (1) game in which three (3) play symbol captions of "APPLE" or two (2) play symbol captions of "APPLE" and the play symbol caption "WILD" are exposed is entitled to a prize of forty dollars (\$40).

(k) The holder of a valid instant ticket with four (4) games in which three (3) play symbol captions of "BELL" or two (2) play symbol captions of "BELL" and the play symbol caption "WILD" are exposed is entitled to a prize of forty dollars (\$40).

(l) The holder of a valid instant ticket with one (1) game in which three (3) play symbol captions of "PLUM" or two (2) play symbol captions of "PLUM" and the play symbol caption "WILD" are exposed is entitled to a prize of two hundred dollars (\$200).

(m) The holder of a valid instant ticket with two (2) games in which three (3) play symbol captions of "PLUM" or two (2) play symbol captions of "PLUM" and the play symbol caption "WILD" are exposed is entitled to a prize of four hundred dollars (\$400).

(n) The holder of a valid instant ticket with one (1) game in which three (3) play symbol captions of "STAR" or two (2) play symbol captions of "STAR" and the play symbol caption "WILD" are exposed is entitled to a prize of four hundred dollars (\$400).

(o) The holder of a valid instant ticket with one (1) game in which three (3) play symbol captions of "BAR" or two (2) play symbol captions of "BAR" and the play symbol caption "WILD" are exposed is entitled to a prize of one thousand dollars (\$1,000).

(p) The holder of a valid instant ticket with two (2) games in which three (3) play symbol captions of "BAR" or two (2) play symbol captions of "BAR" and the play symbol caption "WILD" are exposed is entitled to a prize of two thousand dollars (\$2,000).

(q) The holder of a valid instant ticket with one (1) game in which three (3) play symbol captions of "SEVEN" or two (2) play symbol captions of "SEVEN" and the play symbol caption "WILD" are exposed is entitled to a prize of five thousand dollars (\$5,000).

(r) The holder of a valid instant ticket with six (6) games in which three (3) play symbol captions of "SEVEN" or two (2) play symbol captions of "SEVEN" and the play symbol caption "WILD" are exposed is entitled to a prize of thirty thousand dollars (\$30,000). (*State Lottery Commission; 65 IAC 4-272-5; emergency rule filed Dec 12, 1997, 11:40 a.m.: 21 IR 1790*)

65 IAC 4-272-6 Number and size of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The following prizes will be available in instant game number 276:

- (1) Approximately five hundred four thousand (504,000) prizes of two dollars (\$2).
- (2) Approximately two hundred fifty-two thousand (252,000) prizes of four dollars (\$4) when two (2) games with three (3) play symbol captions of "CHERRY" or two (2) play symbol captions of "CHERRY" and the play symbol caption "WILD" are exposed.
- (3) Approximately two hundred one thousand six hundred (201,600) prizes of four dollars (\$4) when one (1) game with three (3) play symbol captions of a picture of a dollar sign or two (2) play symbol captions of a picture of a dollar sign and the play symbol caption "WILD" are exposed.
- (4) Approximately seventy-five thousand six hundred (75,600) prizes of five dollars (\$5).
- (5) Approximately twenty-five thousand two hundred (25,200) prizes of ten dollars (\$10) when five (5) games with three (3) play symbol captions of "CHERRY" or two (2) play symbol captions of "CHERRY" and the play symbol caption "WILD" are exposed.
- (6) Approximately twenty-five thousand two hundred (25,200) prizes of ten dollars (\$10) when one (1) game with three (3) play symbol captions of "BELL" or two (2) play symbol captions of "BELL" and the play symbol caption "WILD" are exposed.
- (7) Approximately twelve thousand six hundred (12,600) prizes of twenty dollars (\$20) when one (1) game with three (3) play symbol captions of "SHOE" or two (2) play symbol captions of "SHOE" and the play symbol caption "WILD" are exposed.
- (8) Approximately twelve thousand six hundred (12,600) prizes of twenty dollars (\$20) when two (2) games with three (3) play symbol captions of "BELL" or two (2) play symbol captions of "BELL" and the play symbol caption "WILD" are exposed.
- (9) Approximately twelve thousand six hundred (12,600) prizes of thirty dollars (\$30).
- (10) Approximately six thousand three hundred (6,300) prizes of forty dollars (\$40) when one (1) game with three (3) play symbol captions of "APPLE" or two (2) play symbol captions of "APPLE" and the play symbol caption "WILD" are exposed.
- (11) Approximately six thousand three hundred (6,300) prizes of forty dollars (\$40) when four (4) games in which three (3) play symbol captions of "BELL" or two (2) play symbol captions of "BELL" and the play symbol caption "WILD" are exposed.
- (12) Approximately nine hundred twenty-four (924) prizes of two hundred dollars (\$200).
- (13) Approximately five hundred eighty-eight (588) prizes of four hundred dollars (\$400) when two (2) games in which three (3) play symbol captions of "PLUM" or two (2) play symbol captions of "PLUM" and the play symbol caption "WILD" are exposed.
- (14) Approximately four hundred twenty (420) prizes of four hundred dollars (\$400) when one (1) game in which three (3) play symbol captions of "STAR" or two (2) play symbol captions of "STAR" and the play symbol caption "WILD" are exposed.
- (15) Approximately one hundred eighty-eight (188) prizes of one thousand dollars (\$1,000).
- (16) Approximately eighty-four (84) prizes of two thousand dollars (\$2,000).
- (17) Approximately ten (10) prizes of five thousand dollars (\$5,000).
- (18) Six (6) prizes of thirty thousand dollars (\$30,000).

*(State Lottery Commission; 65 IAC 4-272-6; emergency rule filed Dec 12, 1997, 11:40 a.m.: 21 IR 1791)***65 IAC 4-272-7 Number of tickets and odds of winning**

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) A total of approximately five million (5,000,000) instant tickets will be initially available for instant game number 276.

(b) The odds of winning a prize with an instant ticket in instant game number 276 are approximately 1 in 4.44. *(State Lottery*

Commission; 65 IAC 4-272-7; emergency rule filed Dec 12, 1997, 11:40 a.m.: 21 IR 1791)

65 IAC 4-272-8 Claim deadline

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. The last day to claim a prize in instant game 276 is August 31, 1998. *(State Lottery Commission; 65 IAC 4-272-8; emergency rule filed Dec 12, 1997, 11:40 a.m.: 21 IR 1791)*

Rule 273. Instant Game 267 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 274. Instant Game 277 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 275. Instant Game 278 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 15, 1998, 4:34 p.m.: 21 IR 4219)

Rule 276. Instant Game 279 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3433)

Rule 277. Instant Game 280 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3433)

Rule 278. Instant Game 281 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3433)

Rule 279. Instant Game 256

65 IAC 4-279-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 256, TWO MILLION CASH". *(State Lottery Commission; 65 IAC 4-279-1; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2156; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-279-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets for instant game number 256 shall sell for ten dollars (\$10) per ticket. *(State Lottery Commission; 65 IAC 4-279-2; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2156; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-279-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Instant tickets for instant game number 256 shall have twenty-four (24) play symbols and play symbol captions under two (2) separate boxes in the game play data area all concealed under a large spot of latex material. The smaller box labeled "YOUR NUMBERS" shall contain four (4) play symbols and play symbol captions. The larger box shall be labeled "WINNING

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NUMBERS” and shall consist of two (2) rows of five (5) pairs of play symbols and play symbol captions which include numbers and prize amounts.

(b) The play symbols and play symbol captions, other than the play symbols and play symbol captions of prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) The play symbol “1” corresponding with the play symbol caption “ONE”.
- (2) The play symbol “2” corresponding with the play symbol caption “TWO”.
- (3) The play symbol “3” corresponding with the play symbol caption “THR”.
- (4) The play symbol “4” corresponding with the play symbol caption “FOR”.
- (5) The play symbol “5” corresponding with the play symbol caption “FIV”.
- (6) The play symbol “6” corresponding with the play symbol caption “SIX”.
- (7) The play symbol “7” corresponding with the play symbol caption “SVN”.
- (8) The play symbol “8” corresponding with the play symbol caption “EGT”.
- (9) The play symbol “9” corresponding with the play symbol caption “NIN”.
- (10) The play symbol “10” corresponding with the play symbol caption “TEN”.
- (11) The play symbol “11” corresponding with the play symbol caption “ELV”.
- (12) The play symbol “12” corresponding with the play symbol caption “TLV”.
- (13) The play symbol “13” corresponding with the play symbol caption “TTN”.
- (14) The play symbol “14” corresponding with the play symbol caption “FRN”.
- (15) The play symbol “15” corresponding with the play symbol caption “FTN”.
- (16) The play symbol “16” corresponding with the play symbol caption “SXT”.
- (17) The play symbol “17” corresponding with the play symbol caption “SVT”.
- (18) The play symbol “18” corresponding with the play symbol caption “ETN”.
- (19) The play symbol “19” corresponding with the play symbol caption “NTN”.
- (20) The play symbol “20” corresponding with the play symbol caption “TWY”.

(c) The play symbols and play symbol captions of the prize amounts shall consist of the following possible play symbols and play symbol captions:

- (1) The play symbol “TICKET” corresponding with the play symbol caption “TICKET”.
- (2) The play symbol “\$10.00” corresponding with the play symbol caption “TEN”.
- (3) The play symbol “\$20.00” corresponding with the play symbol caption “TWENTY”.
- (4) The play symbol “\$30.00” corresponding with the play symbol caption “THIRTY”.
- (5) The play symbol “\$50.00” corresponding with the play symbol caption “FIFTY”.
- (6) The play symbol “\$100” corresponding with the play symbol caption “ONE HUND”.
- (7) The play symbol “\$1,000” corresponding with the play symbol caption “ONE THO”.
- (8) The play symbol “\$10,000” corresponding with the play symbol caption “TEN THO”.
- (9) The play symbol “2 MILLION” corresponding with the play symbol caption “WIN CASH”.

(State Lottery Commission; 65 IAC 4-279-3; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2156; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-279-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of an instant ticket for instant game number 256 must remove the latex material covering the twenty-four (24) play symbols and play symbol captions. *(State Lottery Commission; 65 IAC 4-279-4; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2157; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-279-5 “Winning play” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

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Sec. 5. For purposes of this rule, “winning play” means one (1) or more of the “LUCKY NUMBERS” play symbols match one (1) or more of the “YOUR NUMBERS” play symbols entitling the holder to the corresponding prize. (*State Lottery Commission; 65 IAC 4-279-5; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2157; errata filed Oct 9, 1998, 3:43 p.m.: 22 IR 466; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-279-6 Determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. (a) The holder of a valid instant ticket with one (1) winning play paired with the play symbol “TICKET” is entitled to a prize of one (1) or more instant tickets currently authorized for sale by the commission with a cumulative face value of ten dollars (\$10).

(b) The holder of a valid instant ticket with one (1) winning play paired with the play symbol “\$10.00” is entitled to a prize of ten dollars (\$10).

(c) The holder of a valid instant ticket with two (2) winning plays each paired with the play symbol “\$10.00” is entitled to a prize of twenty dollars (\$20).

(d) The holder of a valid instant ticket with one (1) winning play paired with the play symbol “\$20.00” is entitled to a prize of twenty dollars (\$20).

(e) The holder of a valid instant ticket with three (3) winning plays each paired with the play symbol “\$10.00” is entitled to a prize of thirty dollars (\$30).

(f) The holder of a valid instant ticket with one (1) winning play paired with the play symbol “\$30.00” is entitled to a prize of thirty dollars (\$30).

(g) The holder of a valid instant ticket with five (5) winning plays each paired with the play symbol “\$10.00” is entitled to a prize of fifty dollars (\$50).

(h) The holder of a valid instant ticket with one (1) winning play paired with the play symbol “\$50.00” is entitled to a prize of fifty dollars (\$50).

(i) The holder of a valid instant ticket with ten (10) winning plays paired with the play symbol “\$10.00” is entitled to a prize of one hundred dollars (\$100).

(j) The holder of a valid instant ticket with one (1) winning play paired with the play symbol “\$100” is entitled to a prize of one hundred dollars (\$100).

(k) The holder of a valid instant ticket with ten (10) winning plays paired with the play symbol “\$100” is entitled to a prize of one thousand dollars (\$1,000).

(l) The holder of a valid instant ticket with one (1) winning play paired with the play symbol “\$1,000” is entitled to a prize of one thousand dollars (\$1,000).

(m) The holder of a valid instant ticket with ten (10) winning plays paired with the play symbol “\$1,000” is entitled to a prize of ten thousand dollars (\$10,000).

(n) The holder of a valid instant ticket with one (1) winning play paired with the play symbol “\$10,000” is entitled to a prize of ten thousand dollars (\$10,000).

(o) The holder of a valid instant ticket with ten (10) winning plays each paired with the play symbol “\$10,000” is entitled to a prize of one hundred thousand dollars (\$100,000).

(p) The holder of a valid instant ticket with one (1) winning play paired with the play symbol “\$2,000,000” is entitled to a prize of two million dollars (\$2,000,000). (*State Lottery Commission; 65 IAC 4-279-6; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2157; errata filed Oct 9, 1998, 3:43 p.m.: 22 IR 466; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-279-7 Number and size of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. The following prizes will be available in instant game number 256:

(1) Approximately six hundred thousand (600,000) prizes of one (1) or more instant tickets currently authorized for sale by

the commission with a cumulative face value of ten dollars (\$10).

(2) Approximately eight hundred forty thousand (840,000) prizes of ten dollars (\$10).

(3) Approximately one hundred twenty thousand (120,000) prizes of twenty dollars (\$20) when the play symbol "\$10.00" is exposed in two (2) winning plays.

(4) Approximately two hundred forty thousand (240,000) prizes of twenty dollars (\$20) when the play symbol "\$20.00" is exposed in one (1) winning play.

(5) Approximately sixty thousand (60,000) prizes of thirty dollars (\$30) when the play symbol "\$10.00" is exposed in three (3) winning plays.

(6) Approximately sixty thousand (60,000) prizes of thirty dollars (\$30) when the play symbol "\$30.00" is exposed in one (1) winning play.

(7) Approximately sixty thousand (60,000) prizes of fifty dollars (\$50) when the play symbol "\$10.00" is exposed in five (5) winning plays.

(8) Approximately sixty thousand (60,000) prizes of fifty dollars (\$50) when the play symbol "\$50.00" is exposed in one (1) winning play.

(9) Approximately twenty-two thousand five hundred (22,500) prizes of one hundred dollars (\$100) when the play symbol "\$10.00" is exposed in ten (10) winning plays.

(10) Approximately twenty-two thousand five hundred (22,500) prizes of one hundred dollars (\$100) when the play symbol "\$100" is exposed in one (1) winning play.

(11) Approximately two hundred fifty (250) prizes of one thousand dollars (\$1,000) when the play symbol "\$100" is exposed in ten (10) winning plays.

(12) Approximately two hundred fifty (250) prizes of one thousand dollars (\$1,000) when the play symbol "\$1,000" is exposed in one (1) winning play.

(13) Approximately twenty-five (25) prizes of ten thousand dollars (\$10,000) when the play symbol "\$1,000" is exposed in ten (10) winning plays.

(14) Approximately twenty-five (25) prizes of ten thousand dollars (\$10,000) when the play symbol "\$10,000" is exposed in one (1) winning play.

(15) Three (3) prizes of one hundred thousand dollars (\$100,000).

(16) Three (3) prizes of two million dollars (\$2,000,000).

(State Lottery Commission; 65 IAC 4-279-7; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2157; errata filed Oct 9, 1998, 3:43 p.m.: 22 IR 466; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-279-8 Number of tickets and odds of winning

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. (a) A total of approximately six million (6,000,000) instant tickets will be initially available for instant game number 256.

(b) The odds of winning a prize with an instant ticket in instant game number 256 are approximately 1 in 2.88. *(State Lottery Commission; 65 IAC 4-279-8; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2158; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-279-9 Reorder of tickets

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 9. The commission shall from time to time reorder instant tickets in instant game number 256 in quantities of approximately two million (2,000,000) instant tickets. The matched play symbols, prize amounts, and number of winners in instant game number 256 are as follows:

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Matched Prize Symbol	Prize Amount	Approximate Number of Winners
1 – TICKET	One (1) or more instant tickets currently offered for sale by the commission with a cumulative value of \$10	204,000
1 – \$10.00	\$10	285,600
2 – \$10.00	\$20	40,800
1 – \$20.00	\$20	81,600
3 – \$10.00	\$30	20,400
1 – \$30.00	\$30	20,400
5 – \$10.00	\$50	20,400
1 – \$50.00	\$50	20,400
10 – \$10.00	\$100	7,650
1 – \$100	\$100	7,650
10 – \$100	\$1,000	85
1 – \$1,000	\$1,000	85
10 – \$1,000	\$10,000	7
1 – \$10,000	\$10,000	7
10 – \$10,000	\$100,000	1
1 – \$2,000,000	\$2,000,000	1

(State Lottery Commission; 65 IAC 4-279-9; emergency rule filed Jun 8, 2001, 9:04 a.m.: 24 IR 3073; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-279-10 Odds of winning

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 10. (a) The odds of winning a prize in instant game number 256 are approximately 1 in 2.88.

(b) All reorders of tickets for instant game number 256 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-279-10; emergency rule filed Jun 8, 2001, 9:04 a.m.: 24 IR 3073; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

Rule 280. Instant Game 282 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3433)

Rule 281. Instant Game 288 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 282. Instant Game 262 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 283. Instant Game 285 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 284. Instant Game 298 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 285. Instant Game 283 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 286. Instant Game 289 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 287. Instant Game 287

65 IAC 4-287-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 287, Hoosier Millionaire". *(State Lottery Commission; 65 IAC 4-287-1; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2158; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-287-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets for instant game number 287 shall sell for one dollar (\$1) per ticket. *(State Lottery Commission; 65 IAC 4-287-2; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2158; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-287-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Instant tickets for instant game number 287 shall have two (2) separate and independent game play data areas. The top game shall have nine (9) play symbols and play symbol captions. One (1) play symbol and play symbol caption shall appear slightly above and to the right of the other eight (8) play symbols and play symbol captions and be labeled "YOUR NUMBER". The remaining eight (8) play symbols and play symbol captions shall be arranged in four (4) columns and two (2) rows with the first position in each column labeled "YOUR GAME" and the second position in each column labeled "\$\$\$". The bottom game, referred to as the "BONUS AREA", shall have one (1) play symbol caption concealed under a large spot of latex material.

(b) The play symbols and play symbol captions in the top game in the positions labeled "YOUR NUMBER" and "YOUR GAME" shall consist of the following possible play symbols and play symbol captions:

- (1) The play symbol "1" corresponding with the play symbol caption "ONE".
- (2) The play symbol "2" corresponding with the play symbol caption "TWO".
- (3) The play symbol "3" corresponding with the play symbol caption "THREE".
- (4) The play symbol "4" corresponding with the play symbol caption "FOUR".
- (5) The play symbol "5" corresponding with the play symbol caption "FIVE".
- (6) The play symbol "6" corresponding with the play symbol caption "SIX".
- (7) The play symbol "7" corresponding with the play symbol caption "SEVEN".

- (8) The play symbol "8" corresponding with the play symbol caption "EIGHT".
- (9) The play symbol "9" corresponding with the play symbol caption "NINE".
- (10) The play symbol "10" corresponding with the play symbol caption "TEN".
- (11) The play symbol "11" corresponding with the play symbol caption "ELEVEN".
- (12) The play symbol "12" corresponding with the play symbol caption "TWELVE".
- (13) The play symbol "13" corresponding with the play symbol caption "THRTN".
- (14) The play symbol "14" corresponding with the play symbol caption "FORTN".
- (15) The play symbol "15" corresponding with the play symbol caption "FIFTN".
- (16) The play symbol "16" corresponding with the play symbol caption "SIXTN".
- (17) The play symbol "17" corresponding with the play symbol caption "SVNTN".
- (18) The play symbol "18" corresponding with the play symbol caption "EGHTN".
- (19) The play symbol "19" corresponding with the play symbol caption "NINTN".
- (20) The play symbol "20" corresponding with the play symbol caption "TWENTY".
- (21) The play symbol "21" corresponding with the play symbol caption "TWYONE".
- (22) The play symbol "22" corresponding with the play symbol caption "TWYTWO".
- (23) The play symbol "23" corresponding with the play symbol caption "TWYTHR".
- (24) The play symbol "24" corresponding with the play symbol caption "TWYFOR".
- (25) The play symbol "25" corresponding with the play symbol caption "TWYFIV".
- (26) The play symbol "26" corresponding with the play symbol caption "TWYSIX".
- (27) The play symbol "27" corresponding with the play symbol caption "TWYSVN".
- (28) The play symbol "28" corresponding with the play symbol caption "TWYEGT".
- (29) The play symbol "29" corresponding with the play symbol caption "TWYNIN".
- (30) The play symbol "30" corresponding with the play symbol caption "THIRTY".

(c) The play symbols and play symbol captions in the top game in the positions labeled "\$\$\$" shall consist of the following play symbols and play symbol captions:

- (1) The play symbol "\$1.00" corresponding with the play symbol caption "ONE".
- (2) The play symbol "\$2.00" corresponding with the play symbol caption "TWO".
- (3) The play symbol "\$3.00" corresponding with the play symbol caption "THREE".
- (4) The play symbol "\$4.00" corresponding with the play symbol caption "FOUR".
- (5) The play symbol "\$5.00" corresponding with the play symbol caption "FIVE".
- (6) The play symbol "\$10.00" corresponding with the play symbol caption "TEN".
- (7) The play symbol "\$15.00" corresponding with the play symbol caption "FIFTEEN".
- (8) The play symbol "\$25.00" corresponding with the play symbol caption "TWY FIVE".
- (9) The play symbol "\$50.00" corresponding with the play symbol caption "FIFTY".
- (10) The play symbol "\$100" corresponding with the play symbol caption "ONE HUND".
- (11) The play symbol "\$500" corresponding with the play symbol caption "FIV HUND".
- (12) The play symbol "ENTRY" corresponding with the play symbol caption "ENTRY".

(d) The play symbols in the BONUS AREA shall consist of the following play symbols each of which is accompanied by the play symbol caption "See ticket back for details":

- (1) The play symbol "YOU ARE ON THE SHOW".
- (2) The play symbol "STOPPER - TRY AGAIN".

(State Lottery Commission; 65 IAC 4-287-3; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2158; errata filed Oct 9, 1998, 3:36 p.m.: 22 IR 466; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-287-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of an instant ticket for instant game number 287 must remove the latex material covering the nine (9) play symbols and play symbol captions in the top game and the play symbol and play symbol caption in the "BONUS AREA". *(State*

Lottery Commission; 65 IAC 4-287-4; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2159; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-287-5 Determination of prize winners in the top game

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) If "YOUR NUMBER" matches one (1) of "YOUR GAME" numbers and the play symbol "\$1.00" is exposed in the corresponding "\$\$\$" position, the holder is entitled to a prize of one dollar (\$1).

(b) If "YOUR NUMBER" matches two (2) of "YOUR GAME" numbers and the play symbol "\$1.00" is exposed in the corresponding "\$\$\$" positions, the holder is entitled to a prize of two dollars (\$2).

(c) If "YOUR NUMBER" matches one (1) of "YOUR GAME" numbers and the play symbol "\$2.00" is exposed in the corresponding "\$\$\$" position, the holder is entitled to a prize of two dollars (\$2).

(d) If "YOUR NUMBER" matches three (3) of "YOUR GAME" numbers and the play symbol "\$1.00" is exposed in the corresponding "\$\$\$" positions, the holder is entitled to a prize of three dollars (\$3).

(e) If "YOUR NUMBER" matches two (2) of "YOUR GAME" numbers and the play symbols "\$1.00" and "\$2.00", respectively, are exposed in the corresponding "\$\$\$" positions, the holder is entitled to a prize of three dollars (\$3).

(f) If "YOUR NUMBER" matches one (1) of "YOUR GAME" numbers and the play symbol "\$3.00" is exposed in the corresponding "\$\$\$" position, the holder is entitled to a prize of three dollars (\$3).

(g) If "YOUR NUMBER" matches four (4) of "YOUR GAME" numbers and the play symbol "\$1.00" is exposed in the corresponding "\$\$\$" positions, the holder is entitled to a prize of four dollars (\$4).

(h) If "YOUR NUMBER" matches four (4) of "YOUR GAME" numbers and the play symbols "\$2.00", "\$1.00", "\$1.00", and "\$1.00", respectively, are exposed in the corresponding "\$\$\$" positions, the holder is entitled to a prize of five dollars (\$5).

(i) If "YOUR NUMBER" matches three (3) of "YOUR GAME" numbers and the play symbols "\$2.00", "\$2.00", and "\$1.00", respectively, are exposed in the corresponding "\$\$\$" positions, the holder is entitled to a prize of five dollars (\$5).

(j) If "YOUR NUMBER" matches two (2) of "YOUR GAME" numbers and the play symbols "\$4.00" and "\$1.00", respectively, are exposed in the corresponding "\$\$\$" positions, the holder is entitled to a prize of five dollars (\$5).

(k) If "YOUR NUMBER" matches one (1) of "YOUR GAME" numbers and the play symbol "\$5.00" is exposed in the corresponding "\$\$\$" position, the holder is entitled to a prize of five dollars (\$5).

(l) If "YOUR NUMBER" matches four (4) of "YOUR GAME" numbers and the play symbols "\$4.00", "\$2.00", "\$2.00", and "\$2.00", respectively, are exposed in the corresponding "\$\$\$" positions, the holder is entitled to a prize of ten dollars (\$10).

(m) If "YOUR NUMBER" matches three (3) of "YOUR GAME" numbers and the play symbols "\$4.00", "\$4.00", and "\$2.00", respectively, are exposed in the corresponding "\$\$\$" positions, the holder is entitled to a prize of ten dollars (\$10).

(n) If "YOUR NUMBER" matches two (2) of "YOUR GAME" numbers and the play symbol "\$5.00" is exposed in the corresponding "\$\$\$" positions, the holder is entitled to a prize of ten dollars (\$10).

(o) If "YOUR NUMBER" matches four (4) of "YOUR GAME" numbers and the play symbols "\$10.00", "\$5.00", "\$5.00", and "\$5.00", respectively, are exposed in the corresponding "\$\$\$" positions, the holder is entitled to a prize of twenty-five dollars (\$25).

(p) If "YOUR NUMBER" matches two (2) of "YOUR GAME" numbers and the play symbols "\$10.00" and "\$15.00", respectively, are exposed in the corresponding "\$\$\$" positions, the holder is entitled to a prize of twenty-five dollars (\$25).

(q) If "YOUR NUMBER" matches one (1) of "YOUR GAME" numbers and the play symbol "\$25.00" is exposed in the corresponding "\$\$\$" position, the holder is entitled to a prize of twenty-five dollars (\$25).

(r) If "YOUR NUMBER" matches three (3) of "YOUR GAME" numbers and the play symbols "\$50.00", "\$25.00", and "\$25.00", respectively, are exposed in the corresponding "\$\$\$" positions, the holder is entitled to a prize of one hundred dollars (\$100).

(s) If "YOUR NUMBER" matches two (2) of "YOUR GAME" numbers and the play symbols "\$50.00" and "\$50.00", respectively, are exposed in the corresponding "\$\$\$" positions, the holder is entitled to a prize of one hundred dollars (\$100).

(t) If "YOUR NUMBER" matches one (1) of "YOUR GAME" numbers and the play symbol "\$100" is exposed in the corresponding "\$\$\$" position, the holder is entitled to a prize of one hundred dollars (\$100).

(u) If "YOUR NUMBER" matches one (1) of "YOUR GAME" numbers and the play symbol "\$500" is exposed in the

corresponding “\$\$\$” position, the holder is entitled to a prize of five hundred dollars (\$500).

(v) If “YOUR NUMBER” matches one (1) of “YOUR GAME” numbers and the play symbol “ENTRY” is exposed in the corresponding “\$\$\$” position, the holder is entitled to a prize of an entry into a preliminary drawing. (*State Lottery Commission; 65 IAC 4-287-5; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2160; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-287-6 Determination of prize winners in the bonus area

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. If the play symbol of “YOU ARE ON THE SHOW” is exposed in the “BONUS AREA”, the holder is entitled to a prize of an automatic seat on the Hoosier Millionaire TV Game Show. (*State Lottery Commission; 65 IAC 4-287-6; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2161; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-287-7 Number and size of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. The following prizes will be available in instant game number 287:

- (1) Approximately one million three hundred sixty thousand eight hundred (1,360,800) prizes of one dollar (\$1).
- (2) Approximately seven hundred fifty-six thousand (756,000) prizes of two dollars (\$2) when two (2) play symbols of “\$1.00” are exposed.
- (3) Approximately three hundred two thousand four hundred (302,400) prizes of two dollars (\$2) when one (1) play symbol of “\$2.00” is exposed.
- (4) Approximately eighty-eight thousand two hundred (88,200) prizes of three dollars (\$3) when three (3) play symbols of “\$1.00” are exposed.
- (5) Approximately sixty-three thousand (63,000) prizes of three dollars (\$3) when one (1) play symbol of “\$2.00” and one (1) play symbol of “\$1.00” are exposed.
- (6) Approximately fifty thousand four hundred (50,400) prizes of three dollars (\$3) when one (1) play symbol of “\$3.00” is exposed.
- (7) Approximately one hundred fifty-one thousand two hundred (151,200) prizes of four dollars (\$4).
- (8) Approximately one hundred thousand eight hundred (100,800) prizes of five dollars (\$5) when one (1) play symbol of “\$2.00” and three (3) play symbols of “\$1.00” are exposed.
- (9) Approximately fifty thousand four hundred (50,400) prizes of five dollars (\$5) when two (2) play symbols of “\$2.00” and one (1) play symbol of “\$1.00” are exposed.
- (10) Approximately fifty thousand four hundred (50,400) prizes of five dollars (\$5) when one (1) play symbol of “\$4.00” and one (1) play symbol of “\$1.00” are exposed.
- (11) Approximately fifty thousand four hundred (50,400) prizes of five dollars (\$5) when one (1) play symbol of “\$5.00” is exposed.
- (12) Approximately seventy-five thousand six hundred (75,600) prizes of ten dollars (\$10) when one (1) play symbol of “\$4.00” and three (3) play symbols of “\$2.00” are exposed.
- (13) Approximately twelve thousand six hundred (12,600) prizes of ten dollars (\$10) when two (2) play symbols of “\$4.00” and one (1) play symbol of “\$2.00” are exposed.
- (14) Approximately twelve thousand six hundred (12,600) prizes of ten dollars (\$10) when two (2) play symbols of “\$5.00” are exposed.
- (15) Approximately twenty-five thousand two hundred (25,200) prizes of twenty-five dollars (\$25) when one (1) play symbol of “\$10.00” and three (3) play symbols of “\$5.00” are exposed.
- (16) Approximately twelve thousand six hundred (12,600) prizes of twenty-five dollars (\$25) when one (1) play symbol of “\$10.00” and one (1) play symbol of “\$15.00” are exposed.
- (17) Approximately twelve thousand six hundred (12,600) prizes of twenty-five dollars (\$25) when one (1) play symbol of “\$25.00” is exposed.

(18) Approximately one thousand four hundred forty-nine (1,449) prizes of one hundred dollars (\$100) when one (1) play symbol of "\$50.00" and two (2) play symbols of "\$25.00" are exposed.

(19) Approximately one thousand two hundred sixty (1,260) prizes of one hundred dollars (\$100) when two (2) play symbols of "\$50.00" are exposed.

(20) Approximately nine hundred forty-five (945) prizes of one hundred dollars (\$100) when one (1) play symbol of "\$100" is exposed.

(21) Approximately three hundred seventy-eight (378) prizes of five hundred dollars (\$500).

(22) Sixty-three (63) prizes of an automatic entry onto the Hoosier Millionaire TV Game Show.

(23) Approximately two hundred twenty-six thousand eight hundred (226,800) prizes of "ENTRY".

(State Lottery Commission; 65 IAC 4-287-7; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2161; errata filed Oct 9, 1998, 3:36 p.m.: 22 IR 467; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-287-8 Number of tickets and odds of winning

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. (a) A total of approximately fifteen million (15,000,000) instant tickets will be available for instant game number 287.

(b) The odds of winning a prize with an instant ticket in instant game number 287 are approximately 1 in 4.44. *(State Lottery Commission; 65 IAC 4-287-8; emergency rule filed Jan 23, 1998, 11:00 a.m.: 21 IR 2161; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-287-9 Reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 9. All reorders of tickets for instant game number 287 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-287-9; emergency rule filed Nov 1, 2001, 1:51 p.m.: 25 IR 816; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-287-10 Last claim date

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 10. The last day to claim a prize in instant game number 287 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site or may be obtained through the commission's toll free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-287-10; emergency rule filed Nov 1, 2001, 1:51 p.m.: 25 IR 816; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

Rule 288. Instant Game 284 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 289. Instant Game 286 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 290. Instant Game 293 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 291. Instant Game 299 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 292. Instant Game 294 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 293. Instant Game 292 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 294. Instant Game 296 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 295. Instant Game 290 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 296. Instant Game 297 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 297. Instant Game 295 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 298. Instant Game 300 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 299. Instant Game 301 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 300. Instant Game 302 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 301. Instant Game 304 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 302. Instant Game 307 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 303. Instant Game 308 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 304. Instant Game 309 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 305. Instant Game 291 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 306. Instant Game 303 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 307. Instant Game 310 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 308. Instant Game 305 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jul 7, 1999, 6:06 p.m.: 22 IR 3434)

Rule 309. Instant Game 311 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 310. Instant Game 312 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 311. Instant Game 313 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 312. Instant Game 314 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 313. Instant Game 315 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 314. Instant Game 306 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 315. Instant Game 316 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 316. Instant Game 317 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 317. Instant Game 318

65 IAC 4-317-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 318, Super Lucky 7s". *(State Lottery Commission; 65 IAC 4-317-1; emergency rule filed Sep 24, 1998, 3:45 p.m.: 22 IR 475)*

65 IAC 4-317-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets for instant game number 318 shall sell for seven dollars (\$7) per ticket. *(State Lottery Commission; 65 IAC 4-317-2; emergency rule filed Sep 24, 1998, 3:45 p.m.: 22 IR 475)*

65 IAC 4-317-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Instant tickets for instant game number 318 shall have forty-five (45) play symbols and play symbol captions in

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the game play data area all concealed under latex material. The play symbols and play symbol captions shall be arranged in seven (7) separate and independent games. The game labeled “1” shall appear on the upper, left side of the instant ticket and contain six (6) play symbols and play symbol captions representing prize amounts. The game labeled “2” shall appear on the upper, right side of the instant ticket and shall contain nine (9) play symbols and play symbol captions representing numbers arranged in a matrix of three (3) rows and three (3) columns and one (1) play symbol representing a prize amount. The game labeled “3” shall appear on middle, left side of the instant ticket and contain four (4) play symbols and play symbol captions representing numbers and two (2) play symbols and play symbol captions representing prize amounts. The game labeled “4” shall appear on the middle, right side of the instant ticket and contain six (6) play symbols and play symbol captions arranged in pairs of numbers and prize amounts and one (1) play symbol and play symbol caption in a box labeled “LUCKY NUMBER”. The game labeled “5” shall appear below game “3” and shall contain six (6) play symbols and play symbol captions representing pictures and one (1) play symbol and play symbol caption representing a prize amount. The game labeled “6” shall appear in the lower, right corner of the instant ticket and contain four (4) play symbols and play symbol captions representing numbers and two (2) play symbols and play symbol captions representing prize amounts. The game labeled “7” shall appear in the lower, left corner of the instant ticket and contain two (2) play symbols and play symbol captions representing numbers and one (1) play symbol and play symbol caption representing a prize amount.

(b) The play symbols and play symbol captions, other than the play symbols and play symbol captions of prize amounts, in the games labeled “2”, “3”, “4”, “6”, and “7” shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THR
- (4) 4
FOR
- (5) 5
FIV
- (6) 6
SIX
- (7) 7
SVN
- (8) 8
EGT
- (9) 9
NIN

(c) The play symbols and play symbol captions, other than the play symbols and play symbol captions of prize amounts, in the game labeled “5” shall consist of the following possible play symbols and play symbol captions:

- (1) The play symbol of a picture of a bar of gold with the corresponding play symbol caption “BAR”.
- (2) The play symbol of a picture of a coin with the corresponding play symbol caption “COIN”.
- (3) The play symbol of a picture of a bag of money with the corresponding play symbol caption “BAG”.
- (4) The play symbol “\$” with the corresponding play symbol caption “SIGN”.
- (5) The play symbol of a picture of currency with the corresponding play symbol caption “BILL”.
- (6) The play symbol of a picture of a pot of gold with the corresponding play symbol caption “POT”.

(d) Play symbols and play symbol captions representing prize amounts in each of the seven (7) separate and independent games shall consist of the following possible play symbols and play symbol captions:

- (1) \$1.00
ONE
- (2) \$4.00
FOUR
- (3) \$5.00

- FIVE
- (4) \$7.00
- SEVEN
- (5) \$10.00
- TEN
- (6) \$20.00
- TWENTY
- (7) \$30.00
- THIRTY
- (8) \$40.00
- FORTY
- (9) \$50.00
- FIFTY
- (10) \$100
- ONE HUN
- (11) \$200
- TWO HUN
- (12) \$1,000
- ONE THOU
- (13) \$2,000
- TWO THOU
- (14) \$5,000
- FIV THOU
- (15) \$10,000
- TEN THOU
- (16) \$100,000
- ONE HUN THOU
- (17) TICKET
- TICKET

(State Lottery Commission; 65 IAC 4-317-3; emergency rule filed Sep 24, 1998, 3:45 p.m.: 22 IR 475)

65 IAC 4-317-4 “Winning play” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. For purposes of this rule, the term “winning play” shall mean the following:

- (1) In the game labeled “1”, three (3) matching play symbols and play symbol captions are exposed entitling the holder to the matched prize amount.
- (2) In the game labeled “2”, three (3) play symbols and play symbols captions representing the number seven (7) are exposed in a row, column, or diagonal entitling the holder to the prize amount exposed in the “PRIZE” box.
- (3) In the game labeled “3”, the sum of the numbers represented by the first two (2) play symbols and play symbol captions in either or both rows equals seven (7) entitling the holder to the prize amount exposed in the corresponding “PRIZE” box.
- (4) In the game labeled “4”, one (1) or more of “YOUR NUMBERS” match the “LUCKY NUMBER” entitling the holder to the paired prize amounts.
- (5) In the game labeled “5”, three (3) matching play symbols and play symbol captions are exposed entitling the holder to the prize amount exposed in the “PRIZE” box.
- (6) In the game labeled “6”, the play symbol and play symbol caption under “YOURS” in either or both rows is *[sic., are]* higher than the play symbol and play symbol caption under “THEIRS” entitling the holder to the prize amount exposed in the “PRIZE” box.
- (7) In the game labeled “7”, two (2) play symbols and play symbol captions representing the number seven (7) are exposed

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entitling the holder to the prize amount exposed in the "PRIZE" box.

(State Lottery Commission; 65 IAC 4-317-4; emergency rule filed Sep 24, 1998, 3:45 p.m.: 22 IR 476)

65 IAC 4-317-5 How to play; determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. The holder of an instant ticket for instant game number 318 must remove the latex material covering the forty-five (45) play symbols and play symbol captions. If the instant ticket contains one (1) or more winning plays, the holder is entitled to the corresponding prize(s). The holder may win up to eleven (11) times on an instant ticket in instant game 318. The value of prizes and the approximate number of winners in instant game 318 are as follows:

Game number and prize symbol							Prize amount	Approximate number of winners
"1"	"2"	"3"	"4"	"5"	"6"	"7"		
TICKET							TICKETS WITH \$7 CUMMULATIVE [sic.] FACE VALUE	604,800
\$7.00							\$7	302,400
	\$7.00						\$7	201,600
		\$7.00					\$7	226,800
			\$5.00 × 2			\$4.00	\$14	50,400
		\$5.00 × 2				\$4.00	\$14	50,400
	\$5.00		\$1.00	\$5.00		\$10.00	\$21	25,200
\$1.00		\$5.00 × 2			\$5.00 × 2		\$21	25,200
\$5.00	\$10.00		\$5.00			\$1.00	\$21	25,200
\$20.00				\$1.00			\$21	25,200
	\$1.00			\$10.00		\$10.00	\$21	25,200
\$5.00	\$10.00	\$5.00 × 2			\$5.00 × 2		\$35	25,200
			\$5.00 × 3	\$10.00		\$10.00	\$35	25,200
\$10.00	\$5.00	\$10.00 × 2					\$35	25,200
		\$30.00				\$5.00	\$35	25,200
\$10.00	\$10.00	\$10.00	\$10.00	\$10.00	\$10.00	\$10.00	\$70	25,200
\$20.00	\$10.00	\$20.00 × 2					\$70	25,200
		\$20.00	\$20.00	\$20.00	\$20.00	\$20.00	\$100	420
\$20.00	\$20.00	\$20.00 × 2				\$20.00	\$100	420
			\$20.00 × 3		\$20.00 × 2		\$100	420
\$20.00	\$20.00	\$20.00 × 2	\$20.00 × 3	\$20.00	\$20.00	\$20.00	\$200	252
\$10.00		\$50.00		\$50.00	\$20.00 × 2	\$50.00	\$200	252
\$50.00	\$50.00	\$50.00 × 2	\$50.00	\$50.00	\$50.00 × 2		\$400	84
\$50.00	\$50.00	\$50.00	\$50.00	\$50.00	\$50.00 × 2	\$50.00	\$400	84
	\$100	\$50.00 × 2	\$100	\$100			\$400	84
\$200	\$200	\$100 × 2	\$100 × 3			\$100	\$1,000	42
\$100	\$100	\$100	\$100	\$200	\$100 × 2	\$200	\$1,000	42
\$1,000	\$1,000	\$1,000	\$1,000	\$1,000	\$1,000	\$1,000	\$7,000	10
		\$1,000 × 2	\$1,000 × 3		\$1,000 × 2		\$7,000	10
\$4,000	\$2,000	\$1,000 × 2	\$1,000 × 3	\$2,000	\$1,000 × 2	\$2,000	\$17,000	6
\$1,000	\$2,000	\$1,000 × 2	\$2,000 × 3	\$1,000	\$2,000 × 2	\$1,000	\$17,000	6
\$5,000	\$1,000	\$5,000	\$1,000	\$5,000	\$5,000	\$5,000	\$27,000	3
\$1,000	\$5,000	\$1,000	\$5,000	\$5,000	\$5,000	\$5,000	\$27,000	3
\$10,000	\$10,000	\$10,000	\$10,000	\$10,000	\$10,000	\$10,000	\$70,000	3
\$100,000	\$100,000	\$100,000	\$100,000	\$100,000	\$100,000	\$100,000	\$700,000	3

(State Lottery Commission; 65 IAC 4-317-5; emergency rule filed Sep 24, 1998, 3:45 p.m.: 22 IR 476)

65 IAC 4-317-6 Number of tickets; odds of winning; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. (a) A total of approximately five million (5,000,000) instant tickets will be initially available for instant game number 318.

(b) The odds of winning a prize with an instant ticket in instant game number 318 are approximately 1 in 2.94.

(c) All reorders of tickets for instant game number 318 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds as contained in the initial order.

(State Lottery Commission; 65 IAC 4-317-6; emergency rule filed Sep 24, 1998, 3:45 p.m.: 22 IR 477)

Rule 318. Instant Game 319 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 319. Instant Game 645

65 IAC 4-319-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 645, Pyramid Cash". *(State Lottery Commission; 65 IAC 4-319-1; emergency rule filed Jun 3, 2003, 2:50 p.m.: 26 IR 3360)*

65 IAC 4-319-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 645 shall sell for seven dollars (\$7) per ticket. *(State Lottery Commission; 65 IAC 4-319-2; emergency rule filed Jun 3, 2003, 2:50 p.m.: 26 IR 3360)*

65 IAC 4-319-3 Instant ticket layout

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 645 shall contain forty-eight (48) play symbols and play symbol captions arranged among three (3) separate and independent games and one (1) "BONUS BOX" each concealed under a spot of latex material.

(b) The game on the upper right side of each instant ticket shall contain ten (10) play symbols and play symbol captions in the area labeled "YOUR NUMBERS" arranged in pairs of numbers and prize amounts. One (1) play symbol and play symbol caption in the area labeled "WHEEL NUMBER" representing numbers.

(c) The game in the middle of each instant ticket shall represent a slot machine and contain eighteen (18) play symbols and play symbol captions representing pictures of objects and two (2) play symbols and play symbol captions representing prize amounts.

(d) The game at the bottom of each instant ticket shall contain sixteen (16) play symbols and play symbol captions. One (1) play symbol and play symbol caption representing a number shall appear in the box labeled "DEALER'S TOTAL" surrounded by five (5) combinations of two (2) play symbols and play symbol captions representing playing cards paired with one (1) play symbol and play symbol caption representing a prize amount. The combinations shall be labeled "PLAYER 1", "PLAYER 2", "PLAYER

3”, “PLAYER 4”, and “PLAYER 5”, respectively.

(e) The box in the upper left of each instant ticket shall be labeled “BONUS BOX” and shall contain one (1) play symbol and play symbol caption. (*State Lottery Commission; 65 IAC 4-319-3; emergency rule filed Jun 3, 2003, 2:50 p.m.: 26 IR 3360*)

65 IAC 4-319-4 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The play symbols and play symbol captions representing prize amounts shall consist of the following possible play symbols and play symbol captions:

- (1) \$2.00
TWO
- (2) \$3.00
THREE
- (3) \$4.00
FOUR
- (4) \$5.00
FIVE
- (5) \$7.00
SEVEN
- (6) \$10.00
TEN
- (7) \$20.00
TWENTY
- (8) \$40.00
FORTY
- (9) \$50.00
FIFTY
- (10) \$70.00
SEVENTY
- (11) \$100
ONE HUN
- (12) \$500
FIVE HUN
- (13) \$1,000
ONE THOU
- (14) \$2,000
TWO THOU
- (15) \$70,000
SVTY THOU

(b) The play symbols and play symbol captions appearing in the game in the upper right side of the instant ticket, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THR
- (4) 4
FOR

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(5) 5

FIV

(6) 6

SIX

(7) 7

SVN

(8) 8

EGT

(9) 9

NIN

(10) 10

TEN

(11) A picture of a roulette wheel

WIN

(c) The play symbols and play symbol captions appearing in the game in the middle of the instant ticket, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

(1) A picture of a bunch of cherries

CHRY

(2) A picture of an orange

ORNG

(3) A picture of a dollar sign

MONY

(4) A picture of a star

STAR

(5) A picture of a bell

BELL

(6) A picture of a 7

SVN

(7) A picture of a bar

BAR

(8) A picture of a pot of gold

GOLD

(d) The play symbols and play symbol captions appearing in the game at the bottom of the instant ticket, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

(1)

2
TWO

(2)

3
THR

(3)

4
FOR

(4)

5
FIV

(5)

6
SIX

(6)

7
SVN

(7)

8
EGT

(8)

9

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	NIN
(9)	10 TEN
(10)	J JCK
(11)	Q QUN
(12)	K KNG
(13)	A ACE

(e) The play symbol and play symbol caption appearing in the “BONUS BOX” shall consist of the following possible play symbols and play symbol captions:

- (1) LUXOR
TRIP
- (2) TRY
AGAIN

(State Lottery Commission; 65 IAC 4-319-4; emergency rule filed Jun 3, 2003, 2:50 p.m.: 26 IR 3361)

65 IAC 4-319-5 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) The holder of a ticket in instant game number 645 shall remove the latex material covering the forty-eight (48) play symbols and play symbol captions.

(b) If, in the upper right hand game, any of “YOUR NUMBERS” match the “WHEEL NUMBER”, the holder is entitled to the associated prize amount(s). If a play symbol of a picture of a pot of gold is exposed, the holder is automatically entitled to the associated prize amount.

(c) If, in the middle game, three (3) matching play symbols and play symbol captions are exposed in any row across, the holder is entitled to the associated prize amount.

(d) If, in the bottom game, the total numerical value of the playing cards associated with “PLAYER 1”, “PLAYER 2”, “PLAYER 3”, “PLAYER 4”, or “PLAYER 5” is higher than the “DEALER’S TOTAL”, the holder is entitled to the associated prize. If the total numerical value of the playing cards total twenty-one (21), blackjack, the holder is automatically entitled to the associated prize amount. Play symbols and play symbol captions representing playing cards are valued in descending order with aces as the high cards and face cards valued at ten (10).

(e) If, in the Bonus Box the play symbol “Luxor” is exposed, the holder is entitled to a trip to Las Vegas for two (2) adults which includes round-trip, coach airfare, deluxe double occupancy room at Luxor® Hotel for four (4) days and three (3) nights, ground transfer between Las Vegas airport and the hotel, and three hundred dollars (\$300) spending money. Details for trip arrangements shall be made available at the time the trip is claimed. There is no cash option for this prize. *(State Lottery Commission; 65 IAC 4-319-5; emergency rule filed Jun 3, 2003, 2:50 p.m.: 26 IR 3362)*

65 IAC 4-319-6 Prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The winning games, number of winning plays, total prize amounts, and approximate number of winners in instant game number 645 are as follows:

Winning Games and Prize Play Symbols	Total Prize Amount	Approximate Number of Winners
1–\$2.00 + 1–\$5.00	\$7	86,400

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1-\$7.00	\$7	64,800
5-\$2.00	\$10	21,600
2-\$5.00	\$10	21,600
1-\$10.00	\$10	10,800
2-\$7.00	\$14	10,800
2-\$2.00 + 2-\$5.00	\$14	5,400
2-\$2.00 + 1-\$10.00	\$14	5,400
5-\$4.00	\$20	10,800
4-\$5.00	\$20	5,400
2-\$10.00	\$20	5,400
1-\$20.00	\$20	5,400
10-\$3.00 + 2-\$5.00	\$40	1,800
4-\$10.00	\$40	1,800
2-\$20.00	\$40	1,800
1-\$40.00	\$40	1,800
10-\$5.00 + 2-\$10.00	\$70	6,705
1-\$10.00 + 3-\$20.00	\$70	6,705
1-\$20.00 + 1-\$50.00	\$70	6,705
1-\$70.00	\$70	6,705
10-\$50.00 + 2-\$100	\$700	8
2-\$100 + 1-\$500	\$700	8
7-\$100	\$700	8
2-\$500	\$1,000	5
1-\$1,000	\$1,000	5
5-\$1,000 + 1-\$2,000	\$7,000	4
7-\$1,000	\$7,000	4
1-\$70,000	\$70,000	3
1-Luxor Symbol	A Las Vegas trip valued at 3,170.27	184

(State Lottery Commission; 65 IAC 4-319-6; emergency rule filed Jun 3, 2003, 2:50 p.m.: 26 IR 3362)

65 IAC 4-319-7 Number of ticket; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) There shall be approximately one million (1,000,000) instant tickets initially available in instant game number 645.

(b) The odds of winning a prize in instant game number 645 are approximately 1 in 3.75.

(c) All reorders of tickets for instant game number 645 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. (State Lottery Commission; 65 IAC 4-319-7; emergency rule filed Jun 3, 2003, 2:50 p.m.: 26 IR 3363)

65 IAC 4-319-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

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Sec. 8. Players will have up to sixty (60) days from the end of instant game 645 within which to claim their prizes. The last day to claim a prize in instant game number 645 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll-free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-319-8; emergency rule filed Jun 3, 2003, 2:50 p.m.: 26 IR 3363)*

Rule 320. Instant Game 328 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 321. Instant Game 322

65 IAC 4-321-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 322, Express Bingo". *(State Lottery Commission; 65 IAC 4-321-1; emergency rule filed Sep 24, 1998, 3:48 p.m.: 22 IR 479)*

65 IAC 4-321-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 322 shall sell for one dollar (\$1) per ticket. *(State Lottery Commission; 65 IAC 4-321-2; emergency rule filed Sep 24, 1998, 3:48 p.m.: 22 IR 479)*

65 IAC 4-321-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Instant tickets for instant game number 322 shall have three (3) separate and independent game play data areas. The game play data area on the right side of each instant ticket shall have two (2) separate games labeled "CARD 1" and "CARD 2", respectively. The game play data area on the left side of each instant ticket shall be labeled "CALLER'S CARD" and shall have eighteen (18) play symbols arranged in a matrix of six (6) rows and three (3) columns. "CARD 1" and "CARD 2" shall each contain twenty-five (25) play symbols arranged in a matrix of five (5) rows and five (5) columns. The columns on each card shall be labeled B, I, N, G, and O, respectively. One (1) play symbol and play symbol caption shall appear in the box labeled "EXPRESS WIN".

(b) The play symbols, other than those representing prize amounts, shall consist of the following possible play symbols:

SYMBOL SYMBOL SYMBOL SYMBOL SYMBOL

1	16	31	46	61
2	17	32	47	62
3	18	33	48	63
4	19	34	49	64
5	20	35	50	65
6	21	36	51	66
7	22	37	52	67
8	23	38	53	68
9	24	39	54	69
10	25	40	55	70
11	26	41	56	71
12	27	42	57	72
13	28	43	58	73

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14	29	44	59	74
15	30	45	60	75

(c) The play symbols for “CALLER'S CARD” shall consist of the following possible play symbols:

SYMBOL SYMBOL SYMBOL SYMBOL SYMBOL

B1	I16	N31	G46	O61
B2	I17	N32	G47	O62
B3	I18	N33	G48	O63
B4	I19	N34	G49	O64
B5	I20	N35	G50	O65
B6	I21	N36	G51	O66
B7	I22	N37	G52	O67
B8	I23	N38	G53	O68
B9	I24	N39	G54	O69
B10	I25	N40	G55	O70
B11	I26	N41	G56	O71
B12	I27	N42	G57	O72
B13	I28	N43	G58	O73
B14	I29	N44	G59	O74
B15	I30	N45	G60	O75

(d) The play symbols and play symbol captions in the “EXPRESS WIN” box shall consist of the following possible play symbols and play symbol captions:

(1) \$2.00

TWO

(2) \$10.00

TEN

(3) TRY AGAIN

TRY AGAIN

(State Lottery Commission; 65 IAC 4-321-3; emergency rule filed Sep 24, 1998, 3:48 p.m.: 22 IR 479)

65 IAC 4-321-4 “Winning play” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) For purposes of this rule, “winning play” means the following:

(1) Play symbols on “CARD 1” or “CARD 2”, or both, match “CALLING CARD” play symbols in any of the following manners:

(A) Five (5) play symbols in a vertical, horizontal, or diagonal line.

(B) One (1) play symbol in each corner.

(C) Eight (8) play symbols arranged from corner to corner in the form of an “X”.

(2) The play symbol “\$2.00” or “\$10.00” is exposed in the “EXPRESS WIN” box.

(b) A valid instant ticket in instant game 322 may contain a maximum of three (3) winning plays. There shall, however, be no more than one (1) winning play on “CARD 1” or “CARD 2”. *(State Lottery Commission; 65 IAC 4-321-4; emergency rule filed Sep 24, 1998, 3:48 p.m.: 22 IR 480; errata filed Oct 9, 1998, 3:37 p.m.: 22 IR 469)*

65 IAC 4-321-5 How to play; determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

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Sec. 5. The holder of a ticket in instant game number 322 shall remove the latex material covering the sixty-nine (69) play symbols and one (1) play symbol caption. If one (1) or more winning plays are exposed, the holder is entitled to the corresponding prizes. The winning plays, cards, prize amounts, and number of winners in instant game number 322 are as follows:

Winning play	Card	Prize amount	Approximate number of winners
4(a)(1)(A)	1	\$1	655,200
4(a)(2)		\$2	201,600
4(a)(1)(A)	2	\$4	84,000
4(a)(1)(A)	1 and 2	\$5	84,000
4(a)(2)		\$10	16,800
4(a)(1)(B)	1	\$20	16,800
4(a)(1)(B)	2	\$40	5,250
4(a)(1)(B)	1 and 2	\$60	4,200
4(a)(1)(C)	1	\$250	420
4(a)(1)(C)	2	\$10,000	8

(State Lottery Commission; 65 IAC 4-321-5; emergency rule filed Sep 24, 1998, 3:48 p.m.: 22 IR 480; errata filed Oct 9, 1998, 3:37 p.m.: 22 IR 469)

65 IAC 4-321-6 Number of tickets; odds of winning; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. (a) There shall be approximately five million (5,000,000) instant tickets initially available in instant game number 322.

(b) The odds of winning a prize in instant game number 322 are approximately 1 in 4.72.

(c) All reorders of tickets for instant game number 322 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds as contained in the initial order.

(State Lottery Commission; 65 IAC 4-321-6; emergency rule filed Sep 24, 1998, 3:48 p.m.: 22 IR 480)

Rule 322. Instant Game 323 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 12, 2000, 9:47 a.m.: 23 IR 2763)

Rule 323. Instant Game 324 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 324. Instant Game 325 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 325. Instant Game 326 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 326. Instant Game 327 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 327. Instant Game 321 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 328. Instant Game 329 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 12, 2000, 9:47 a.m.: 23 IR 2763)

Rule 329. Instant Game 685**65 IAC 4-329-1 Name**

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 685, SCRATCH, SPIN, WIN". *(State Lottery Commission; 65 IAC 4-329-1; emergency rule filed Aug 14, 2003, 9:30 a.m.: 27 IR 192)*

65 IAC 4-329-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 685 shall sell for one dollar (\$1) per ticket. *(State Lottery Commission; 65 IAC 4-329-2; emergency rule filed Aug 14, 2003, 9:30 a.m.: 27 IR 192)*

65 IAC 4-329-3 Promotional tickets

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. Instant tickets in instant game number 685 are promotional in nature and may be redeemed only at the commission's authorized promotional events at which they were purchased. *(State Lottery Commission; 65 IAC 4-329-3; emergency rule filed Aug 14, 2003, 9:30 a.m.: 27 IR 192)*

65 IAC 4-329-4 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. Each instant ticket in instant game number 685 shall contain six (6) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. The play symbols and play symbol captions in instant game number 685 shall consist of the following possible play symbols and play symbol captions:

- (1) SPIN
SPIN
- (2) PRIZE
PRIZE
- (3) TICKET
TICKET
- (4) \$2.00
TWO
- (5) \$5.00
FIVE
- (6) \$20.00
TWENTY
- (7) \$50.00
FIFTY
- (8) \$100
ONE HUN

(State Lottery Commission; 65 IAC 4-329-4; emergency rule filed Aug 14, 2003, 9:30 a.m.: 27 IR 192)

65 IAC 4-329-5 How to play; prizes; number of winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. The holder of an instant ticket in instant game number 685 shall remove the latex material covering the six (6) play symbols and play symbol captions. If three (3) matching play symbols and play symbol captions representing prize amounts are exposed, the holder is entitled to a prize of the matched amount. If three (3) matching play symbols and play symbol captions of "SPIN" are exposed, the holder is entitled to one (1) spin on the promotional wheel for a promotional prize. If three (3) matching play symbols and play symbol captions of "PRIZE" are exposed, the holder is entitled to one (1) promotional prize selected by the commission. If three (3) matching play symbols and play symbol captions of "FREE" and "TICKET", respectively, are exposed, the holder is entitled to one (1) free instant ticket in instant game number 685. The prize amounts and number of winners in instant game number 685 are as follows:

Play Symbols	Prize Amount	Approximate Number of Winners
3 – PRIZE	1 promotional prize	32,000
3 – SPIN	1 spin on the promotional wheel	140,000
3 – TICKET	1 free instant ticket	160,000
3 – \$2.00	\$2	64,000
3 – \$5.00	\$5	20,000
3 – \$20.00	\$20	9,000
3 – \$50.00	\$50	2,000
3 – \$100	\$100	440

(State Lottery Commission; 65 IAC 4-329-5; emergency rule filed Aug 14, 2003, 9:30 a.m.: 27 IR 192)

65 IAC 4-329-6 Number of tickets; odds of winning; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. (a) There shall be approximately one million (1,000,000) instant tickets initially available in instant game number 685.

(b) The odds of winning a prize in instant game number 685 are approximately 1 in 2.81.

(c) All reorders of tickets for instant game number 685 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-329-6; emergency rule filed Aug 14, 2003, 9:30 a.m.: 27 IR 192)*

65 IAC 4-329-7 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. Players may redeem prizes of PRIZE and SPIN only at the commission's authorized promotional event at which the tickets were purchased. Prizes of a FREE TICKET or a cash amount may be redeemed at the promotional event at which the tickets were purchased, at a lottery retailer, lottery office, or by mail. *(State Lottery Commission; 65 IAC 4-329-7; emergency rule filed Aug 14, 2003, 9:30 a.m.: 27 IR 193)*

Rule 330. Instant Game 664

65 IAC 4-330-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 664, Bonus Crossword". (*State Lottery Commission; 65 IAC 4-330-1; emergency rule filed Sep 9, 2003, 9:30 a.m.: 27 IR 199*)

65 IAC 4-330-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 664 shall sell for two dollars (\$2) per ticket. (*State Lottery Commission; 65 IAC 4-330-2; emergency rule filed Sep 9, 2003, 9:30 a.m.: 27 IR 199*)

65 IAC 4-330-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 664 shall contain nineteen (19) play symbols in the game play data area all concealed under a large spot of latex material. A large box on the lower right side of each ticket shall contain a crossword grid filled in with a random array of alphabetic letters. A chart labeled "PRIZE KEY" shall appear to the left of the crossword grid and shall contain a table setting forth prize requirements and amounts. A box labeled "YOUR LETTERS" shall appear above the crossword grid and shall contain eighteen (18) play symbols representing alphabetic letters. A box labeled "BONUS WORD" shall appear above the crossword grid and shall contain one (1) play symbol representing a prize amount.

(b) The possible play symbols appearing in the box labeled "YOUR LETTERS" shall be randomly selected from the twenty-six (26) letters of the English alphabet. Each such letter shall be expressed as a capital letter. (*State Lottery Commission; 65 IAC 4-330-3; emergency rule filed Sep 9, 2003, 9:30 a.m.: 27 IR 199*)

65 IAC 4-330-4 How to play; determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 4. (a) The holder of a ticket in instant game number 664 shall remove the latex material covering the nineteen (19) play symbols. The holder must then remove the latex material from all letters on the crossword grid that match those exposed in the "YOUR LETTERS" box and determine whether the newly exposed letters form words. If at least three (3) words are formed on the crossword grid from the newly exposed letters, the holder is entitled to the prize identified on the "PRIZE KEY". If all of the letters in the "BONUS WORD" box are among those exposed in "YOUR LETTERS" box, the holder is entitled to the exposed prize amount.

(b) In instant game number 664, letters combined to form words on the crossword grid must appear in an unbroken horizontal or vertical sequence. For purposes of this rule, a word must contain at least three (3) letters. Words cannot be formed by linking letters diagonally or reading right to left or bottom to top. A word within a word is not a complete word.

(c) If three (3) or more words are formed, the holder is entitled only to the highest prize identified on the "PRIZE KEY" chart. Prizes are not cumulative.

(d) Prizes shall be available to holders of winning tickets in instant game number 664 in accordance with the following:

Number of Words	Prize Amount	Approximate Number of Winners
3 words	\$2	550,800
3 words + \$2.00 bonus	\$4	102,000
4 words	\$5	102,000
4 words + \$2.00 bonus	\$7	81,600

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5 words	\$10	40,800
5 words + \$5.00 bonus	\$15	20,400
5 words + \$15.00 bonus	\$25	20,400
6 words	\$25	20,400
6 words + \$25 bonus	\$50	3,468
7 words	\$50	3,434
7 words + \$50 bonus	\$100	850
8 words	\$100	850
\$100 bonus	\$100	850
9 words	\$1,000	68
9 words + \$1,000 bonus	\$2,000	34
10 words	\$25,000	8

(State Lottery Commission; 65 IAC 4-330-4; emergency rule filed Sep 9, 2003, 9:30 a.m.: 27 IR 199)

65 IAC 4-330-5 Number of tickets; odds of winning; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately four million (4,000,000) instant tickets initially available in instant game number 664.

(b) The odds of winning a prize in instant game number 664 are approximately 1 in 4.30.

(c) All reorders of tickets for instant game number 664 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. (State Lottery Commission; 65 IAC 4-330-5; emergency rule filed Sep 9, 2003, 9:30 a.m.: 27 IR 200)

65 IAC 4-330-6 Last claim date

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The last day to claim a prize in instant game number 664 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll-free customer service number or from any instant ticket retailer. (State Lottery Commission; 65 IAC 4-330-6; emergency rule filed Sep 9, 2003, 9:30 a.m.: 27 IR 200)

Rule 331. Instant Game 660

65 IAC 4-331-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 660, \$200,000 Cash Bonanza". (State Lottery Commission; 65 IAC 4-331-1; emergency rule filed Sep 3, 2003, 9:30 a.m.: 27 IR 200)

65 IAC 4-331-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

INSTANT GAMES

Sec. 2. Instant tickets in instant game number 660 shall sell for twenty dollars (\$20) per ticket. (*State Lottery Commission; 65 IAC 4-331-2; emergency rule filed Sep 3, 2003, 9:30 a.m.: 27 IR 200*)

65 IAC 4-331-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 660 shall contain forty-six (46) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. Six (6) play symbols and play symbol captions shall appear in the area labeled "WINNING NUMBERS". Forty (40) play symbols and play symbol captions shall appear in the area labeled "YOUR NUMBERS" and be arranged in pairs representing numbers, a picture of "\$\$", and prize amounts.

(b) The play symbols and play symbol captions in instant game number 660, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THR
- (4) 4
FOR
- (5) 5
FIV
- (6) 6
SIX
- (7) 7
SVN
- (8) 8
EGT
- (9) 9
NIN
- (10) 10
TEN
- (11) 11
ELV
- (12) 12
TLV
- (13) 13
TRN
- (14) 14
FRN
- (15) 15
FTN
- (16) 16
SXT
- (17) 17
SVT
- (18) 18
ETN
- (19) 19

NTN
(20) 20
TWY
(21) 21
TWN
(22) 22
TWT
(23) 23
TWR
(24) 24
TWF
(25) 25
TWV
(26) 26
TWS
(27) 27
TSN
(28) 28
TWE
(29) 29
TNI
(30) 30
TTY
(31) 31
THO
(32) 32
THT
(33) 33
TTH
(34) 34
TTF
(35) 35
THF
(36) 36
THS
(37) 37
TTS
(38) 38
THE
(39) 39
THN
(40) 40
FRY
(41) 41
FRO
(42) 42
FRT
(43) 43
FTH
(44) 44

- FRF
- (45) 45
- FRV
- (46) 46
- FRS
- (47) 47
- FSN
- (48) 48
- FRE
- (49) 49
- FNI
- (50) 50
- FTY
- (51) 51
- FYO
- (52) 52
- FYT
- (53) 53
- FYH
- (54) 54
- FYF
- (55) 55
- FYV
- (56) 56
- FYS
- (57) 57
- FYN
- (58) 58
- FYE
- (59) 59
- FNN
- (60) 60
- SXY
- (61) \$\$
- WIN \$50

(State Lottery Commission; 65 IAC 4-331-3; emergency rule filed Sep 3, 2003, 9:30 a.m.: 27 IR 200)

65 IAC 4-331-4 How to play; determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of a valid instant ticket in instant game number 660 shall remove the latex material covering the forty-six (46) play symbols and play symbol captions. If one (1) or more of the play symbols and play symbol captions exposed in the "YOUR NUMBERS" area match any of the play symbols and play symbol captions exposed in the "WINNING NUMBERS" area, the holder is entitled to the prize amount paired with the matched number. If the play symbol "\$\$" is exposed in the "YOUR NUMBERS" area, the holder is automatically entitled to a prize of fifty dollars (\$50). The matched prize play symbols, prize amounts, and number of winners in instant game number 660 are as follows:

Number of Matches or Winning Play Symbols	Total Prize Amount	Approximate Number of Winners
1 – \$10.00	\$10	187,200

INSTANT GAMES

4 – \$5.00	\$20	31,200
2 – \$10.00	\$20	62,400
1 – \$20.00	\$20	31,200
1 – \$25.00	\$25	18,200
10 – \$5.00	\$50	10,400
5 – \$10.00	\$50	10,400
2 – \$25.00	\$50	10,400
1 – \$50.00	\$50	10,400
1 – \$50.00 auto	\$50	10,400
10 – \$10.00	\$100	5,200
1 – \$50.00 + 1 – \$50.00 auto	\$100	5,200
20 – \$5.00	\$100	5,200
6 – \$25.00 + 1 – \$50.00	\$200	1,235
1 – \$50.00 + 1 – \$50.00 auto + 1 – \$100	\$200	1,235
20 – \$10.00	\$200	1,235
5 – \$100.00	\$500	260
1 – \$50.00 + 1 – \$50.00 auto + 2 – \$100 + 1 – \$200	\$500	260
1 – \$500	\$500	260
2 – \$500	\$1,000	91
1 – \$1,000 + 1 – \$2,000 + 4 – \$500	\$5,000	22
1 – \$5,000	\$5,000	22
1 – \$200,000	\$200,000	4

(State Lottery Commission; 65 IAC 4-331-4; emergency rule filed Sep 3, 2003, 9:30 a.m.: 27 IR 202)

65 IAC 4-331-5 Number of tickets; odds of winning; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately one million five hundred thousand (1,500,000) instant tickets initially available in instant game number 660.

(b) The odds of winning a prize in instant game number 660 are approximately 1 in 3.88.

(c) All reorders of tickets for instant game number 660 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-331-5; emergency rule filed Sep 3, 2003, 9:30 a.m.: 27 IR 202)*

65 IAC 4-331-6 Last claim date

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The last day to claim a prize in instant game number 660 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll-free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-331-6; emergency rule filed Sep 3, 2003, 9:30 a.m.: 27 IR 202)*

Rule 332. Instant Game 341

65 IAC 4-332-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 341, Lucky for Life 3". (*State Lottery Commission; 65 IAC 4-332-1; emergency rule filed Dec 23, 1998, 10:53 a.m.: 22 IR 1535; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-332-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 341 shall sell for three dollars (\$3) per ticket. (*State Lottery Commission; 65 IAC 4-332-2; emergency rule filed Dec 23, 1998, 10:53 a.m.: 22 IR 1535; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-332-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9
 Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 341 shall contain twenty-one (21) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. One (1) play symbol and play symbol caption shall appear in the area labeled "LUCKY NUMBER". Twenty (20) play symbols and play symbol captions shall appear in the area labeled "YOUR NUMBERS" and be arranged in pairs representing numbers and prize amounts.

(b) The play symbols and play symbol captions in instant game number 341, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- | | |
|---------|-----|
| (1) 1 | ONE |
| (2) 2 | TWO |
| (3) 3 | THR |
| (4) 4 | FOR |
| (5) 5 | FIV |
| (6) 6 | SIX |
| (7) 7 | SVN |
| (8) 8 | EGT |
| (9) 9 | NIN |
| (10) 10 | TEN |
| (11) 11 | ELV |
| (12) 12 | TLV |

INSTANT GAMES

- (13) 13
TTN
- (14) 14
FRN
- (15) 15
FTN

(c) The play symbols and play symbol captions representing prize amounts in instant game number 341 shall consist of the following possible play symbols and play symbol captions:

- (1) FREE
TICKET
- (2) \$3.00
THREE
- (3) \$4.00
FOUR
- (4) \$5.00
FIVE
- (5) \$6.00
SIX
- (6) \$10.00
TEN
- (7) \$20.00
TWENTY
- (8) \$25.00
TWY FIV
- (9) \$50.00
FIFTY
- (10) \$2,000
TWO THOU
- (11) LIFE
LIFE

(State Lottery Commission; 65 IAC 4-332-3; emergency rule filed Dec 23, 1998, 10:53 a.m.: 22 IR 1535; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-332-4 How to play; determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of a ticket in instant game number 341 shall remove the latex material covering the twenty-one (21) play symbols and play symbol captions. If "LUCKY NUMBER" matches any of "YOUR NUMBERS", the holder is entitled to the prize amount paired with the matched number. If a matching number is paired with the play symbol "LIFE", the holder is entitled to a prize of three thousand dollars (\$3,000) per month for life. The lifetime prize will only be paid for the natural life of an individual human being. A holder may win up to ten (10) times on a ticket. The matched prize play symbols, prize amounts, and number of winners in instant game number 341 are as follows:

Matched Prize Symbol	Prize Amount	Approximate Number of Winners
1 - FREE	Instant tickets with a cumulative face value of \$3	306,000

INSTANT GAMES

1 - \$3.00	\$3	224,400
1 - \$4.00	\$4	61,200
1 - \$5.00	\$5	102,000
2 - \$3.00	\$6	102,000
2 - \$3.00 and 1 - \$4.00	\$6	20,400
1 - \$4.00 and 1 - \$6.00	\$10	20,400
2 - \$5.00	\$10	20,400
1 - \$10.00	\$10	20,400
2 - \$3.00, 1 - \$4.00, and 1 - \$10.00	\$20	10,200
1 - \$4.00, 1 - \$6.00, and 1 - \$10.00	\$20	10,200
2 - \$10.00	\$20	10,200
1 - \$20.00	\$20	10,200
5 - \$5.00	\$25	20,400
10 - \$4.00	\$40	10,200
10 - \$5.00	\$50	5,100
1 - \$5.00, 1 - \$20.00, and 1 - \$25.00	\$50	5,100
2 - \$5.00, 2 - \$10.00, and 1 - \$20.00	\$50	510
5 - \$10.00	\$50	340
1 - \$50.00	\$50	340
1 - \$2,000	\$2,000	68
1 - LIFE	\$3,000 per month for life	3

(State Lottery Commission; 65 IAC 4-332-4; emergency rule filed Dec 23, 1998, 10:53 a.m.: 22 IR 1536; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-332-5 Number of tickets; odds of winning; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately four million (4,000,000) instant tickets initially available in instant game number 341.

(b) The odds of winning a prize in instant game number 341 are approximately 1 in 4.25.

(c) All reorders of tickets for instant game number 341 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-332-5; emergency rule filed Dec 23, 1998, 10:53 a.m.: 22 IR 1537; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

Rule 333. Instant Game 707

65 IAC 4-333-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

INSTANT GAMES

Sec. 1. The name of this instant game is "Instant Game Number 707, Casino 7's". (*State Lottery Commission; 65 IAC 4-333-1; emergency rule filed Oct 16, 2003, 2:45 p.m.: 27 IR 891*)

65 IAC 4-333-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 707 shall sell for seven dollars (\$7) per ticket. (*State Lottery Commission; 65 IAC 4-333-2; emergency rule filed Oct 16, 2003, 2:45 p.m.: 27 IR 891*)

65 IAC 4-333-3 Instant ticket layout

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 707 shall contain forty (40) play symbols and play symbol captions arranged among seven (7) separate and independent games each concealed under a spot of latex material.

(b) The game on the upper right side of each instant ticket shall be labeled "1" and shall contain six (6) play symbols and play symbol captions representing prize amounts.

(c) The game in the upper left side of each instant ticket shall be labeled "2" and shall contain six (6) play symbols and play symbol captions arranged in a matrix of two (2) rows and three (3) columns. The rows shall be labeled "ROW 1" and "ROW 2", respectively. The first column shall be labeled "YOURS", the second column shall be labeled "THEIRS", and the last column shall be labeled "PRIZE".

(d) The game across from "2" on each instant ticket shall be labeled "3" and shall contain ten (10) play symbols and play symbol captions. Nine (9) play symbols and play symbol captions representing numbers shall be arranged in a matrix of three (3) rows and three (3) columns. One (1) play symbol and play symbol caption representing a prize amount shall appear in the "PRIZE" box.

(e) The game below game "2" on each instant ticket shall be labeled "4" and shall contain seven (7) play symbols and play symbol captions. Six (6) play symbols and play symbol captions representing pictures of objects shall be arranged in a matrix of three (3) rows and two (2) columns. One (1) play symbol and play symbol caption representing a prize amount shall appear in the "PRIZE" box.

(f) The game below game "3" on each instant ticket shall be labeled "5" and contain three (3) play symbols and play symbol captions, two (2) of which represent numbers. The third play symbol and play symbol caption shall represent a prize amount and appear in the box labeled "PRIZE".

(g) The game below game "4" on each instant ticket shall be labeled "6" and shall contain one (1) play symbol and play [sic., symbol] caption in the "FAST WIN" area.

(h) The game below game "5" on each instant ticket shall be labeled "7" and shall contain seven (7) play symbols and play symbol captions. One (1) play symbol and play symbol caption representing a number shall appear in the small box labeled "LUCKY NUMBER". Six (6) play symbols and play symbol captions shall appear in the large box labeled "YOUR NUMBERS" and be arranged in pairs of numbers and prize amounts. (*State Lottery Commission; 65 IAC 4-333-3; emergency rule filed Oct 16, 2003, 2:45 p.m.: 27 IR 891*)

65 IAC 4-333-4 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The play symbols and play symbol captions representing prize amounts shall consist of the following possible play symbols and play symbol captions:

(1) \$1.00

ONE

(2) \$2.00

INSTANT GAMES

- TWO
- (3) \$3.00
- THREE
- (4) \$4.00
- FOUR
- (5) \$5.00
- FIVE
- (6) \$6.00
- SIX
- (7) \$7.00
- SEVEN
- (8) \$10.00
- TEN
- (9) \$17.00
- SEVENTEEN
- (10) \$20.00
- TWENTY
- (11) \$30.00
- THIRTY
- (12) \$40.00
- FORTY
- (13) \$70.00
- SEVENTY
- (14) \$100
- ONE HUN
- (15) \$200
- TWO HUN
- (16) \$700
- SVN HUN
- (17) \$1,000
- ONE THOU
- (18) \$77,000
- SVT SVN THOU

(b) The play symbols and play symbol captions appearing in games “2”, “3”, “5”, and “7”, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
- ONE
- (2) 2
- TWO
- (3) 3
- THREE
- (4) 4
- FOUR
- (5) 5
- FIVE
- (6) 6
- SIX
- (7) 7
- SEVEN
- (8) 8

EIGHT

(9) 9

NINE

(c) The play symbols and play symbol captions appearing in game “4”, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

(1) A picture of a stack of dollar bills

MONEY

(2) A picture of a money bag

MNYBG

(3) A picture of a pot of gold

PTGLD

(4) A picture of a gold bar

GOLD

(5) A picture of stacks of coins

COINS

(6) A picture of a circle around a dollar sign

COIN

(7) A picture of a crown

CROWN

(8) A picture of a rabbit’s foot

RBFTF

(9) A picture of a horseshoe

SHOE

(10) A picture of a star

STAR

(11) A picture of a diamond

DIMND

(12) A picture of a dollar sign

DLRSN

(d) The play symbols and play symbol captions appearing in the “FAST WIN” area of game “6” shall consist of the following possible play symbols and play symbol captions:

(1) TRY AGAIN

(2) \$17.00

SEVENTEEN

(State Lottery Commission; 65 IAC 4-333-4; emergency rule filed Oct 16, 2003, 2:45 p.m.: 27 IR 892)

65 IAC 4-333-5 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) The holder of a ticket in instant game number 707 shall remove the latex material covering the forty (40) play symbols and play symbol captions.

(b) If three (3) matching play symbols and play symbol captions are exposed in game “1”, the holder is entitled to the matched prize amount.

(c) If the number in the “YOURS” column is higher than the number in the “THEIRS” column in either row in game “2”, the holder is entitled to the prize exposed for that row.

(d) If three (3) play symbols and play symbol captions representing the number seven (7) are exposed in any vertical, horizontal, or diagonal line in the game “3” matrix, the holder is entitled to a prize in the amount set forth in the “PRIZE” box.

(e) If three (3) matching play symbols and play symbol captions are exposed in game “4”, the holder is entitled to a prize in the amount set forth in the “PRIZE” box.

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(f) If two (2) play symbols and play symbol captions representing the number seven (7) are exposed in game “5”, the holder is entitled to a prize in the amount set forth in the “PRIZE” box.

(g) If the play symbol and play symbol caption associated with seventeen dollars is exposed in the “FAST WIN” area of game “6,” the holder is entitled to a prize of seventeen dollars (\$17).

(h) If, in game “7”, one (1) or more of the play symbols and play symbol captions in the “YOUR NUMBERS” box match the play symbol and play symbol caption in the “LUCKY NUMBER” box, the holder is automatically entitled to the paired prize amount(s). (*State Lottery Commission; 65 IAC 4-333-5; emergency rule filed Oct 16, 2003, 2:45 p.m.: 27 IR 893*)

65 IAC 4-333-6 Prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The number of winning plays, prize amounts, and approximate number of winners in instant game number 707 are as follows:

Number of Winning Plays and Prize Amount Play Symbols	Prize Amount	Approximate Number of Winners
1 – \$2.00 + 1 – \$5.00	\$7	62,400
1 – \$1.00 + 3 – \$2.00	\$7	62,400
1 – \$7.00	\$7	31,200
2 – \$5.00	\$10	62,400
1 – \$10.00	\$10	62,400
7 – \$2.00	\$14	31,200
2 – \$7.00	\$14	15,600
1 – \$4.00 + 1 – \$10.00	\$14	15,600
1 – \$17.00 (“FAST WIN”)	\$17	31,200
1 – \$7.00 + 1 – \$10.00	\$17	15,600
1 – \$17.00	\$17	15,600
8 – \$5.00	\$40	2,600
4 – \$10.00	\$40	2,600
1 – \$40.00	\$40	2,600
1 – \$5.00 + 8 – \$6.00 + 1 – \$17.00 (“FAST WIN”)	\$70	8,996
7 – \$10.00	\$70	8,840
1 – \$70.00	\$70	8,840
5 – \$20.00 + \$17.00 (“FAST WIN”)	\$117	650
1 – \$7.00 + 2 – \$10.00 + 3 – \$30.00	\$117	650
1 – \$3.00 + 1 – \$17.00 (“FAST WIN”) + 4 – \$20.00 + 2 – \$100 + 2 – \$200	\$700	455
7 – \$100	\$700	455
1 – \$700	\$700	455
1 – \$1,000	\$1,000	10
7 – \$1,000	\$7,000	4
1 – \$77,000	\$77,000	2

(*State Lottery Commission; 65 IAC 4-333-6; emergency rule filed Oct 16, 2003, 2:45 p.m.: 27 IR 893*)

65 IAC 4-333-7 Number of ticket; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) There shall be approximately one million five hundred (1,500,000) [*sic.*] instant tickets initially available in instant game number 707.

(b) The odds of winning a prize in instant game number 707 are approximately 1 in 3.52.

(c) All reorders of tickets for instant game number 707 shall have the same:

- (1) prize structure;
- (2) number of prizes per prize pool of one hundred twenty thousand (120,000); and
- (3) odds;

as contained in the initial order. (*State Lottery Commission; 65 IAC 4-333-7; emergency rule filed Oct 16, 2003, 2:45 p.m.: 27 IR 893*)

65 IAC 4-333-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. Players will have up to sixty (60) days from the end of instant game 707 within which to claim their prizes. End of game and last day to claim dates are available from any retailer who sells lottery tickets, through the commission's customer service number, 1-800-955-6886, and on its Web site, www.hoosierlottery.com. Any prizes not claimed by that date are forfeited. (*State Lottery Commission; 65 IAC 4-333-8; emergency rule filed Oct 16, 2003, 2:45 p.m.: 27 IR 894*)

Rule 334. Instant Game 335 (Repealed)

(*Repealed by State Lottery Commission; emergency rule filed Jun 12, 2000, 9:47 a.m.: 23 IR 2763*)

Rule 335. (Reserved)

Rule 336. (Reserved)

Rule 337. (Reserved)

Rule 338. (Reserved)

Rule 339. (Reserved)

Rule 340. (Reserved)

Rule 341. (Reserved)

Rule 342. (Reserved)

Rule 343. (Reserved)

Rule 344. (Reserved)

Rule 345. Instant Game 348 (Repealed)

(*Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765*)

Rule 346. (Reserved)

Rule 347. (Reserved)

Rule 348. (Reserved)

Rule 349. (Reserved)

Rule 350. (Reserved)**Rule 351. Instant Game 352 (Repealed)**

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 352. (Reserved)**Rule 353. (Reserved)****Rule 354. Instant Game 356****65 IAC 4-354-1 Name**

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 356, Crossword". *(State Lottery Commission; 65 IAC 4-354-1; emergency rule filed Feb 18, 1999, 12:27 p.m.: 22 IR 2282; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-354-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 356 shall sell for two dollars (\$2) per ticket. *(State Lottery Commission; 65 IAC 4-354-2; emergency rule filed Feb 18, 1999, 12:27 p.m.: 22 IR 2282; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-354-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 356 shall contain eighteen (18) play symbols in the game play data area all concealed under a large spot of latex material. A large box in the center of each ticket shall contain a crossword grid filled in with a random array of alphabetic letters. A smaller box labeled "YOUR 18 LETTERS" shall appear below the crossword grid and shall contain eighteen (18) play symbols representing alphabetic letters. A box labeled "PRIZE KEY" shall appear to the left of the latter box and shall contain a table setting forth prize requirements and amounts.

(b) The possible play symbols appearing in the box labeled "YOUR 18 LETTERS" shall be randomly selected from the twenty-six (26) letters of English alphabet. *(State Lottery Commission; 65 IAC 4-354-3; emergency rule filed Feb 18, 1999, 12:27 p.m.: 22 IR 2283; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-354-4 How to play; determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The holder of a ticket in instant game number 356 shall remove the latex material covering the eighteen (18) play symbols in the box labeled "YOUR 18 LETTERS". The holder must then remove the latex material from all matching letters on the crossword grid and determine whether the newly exposed letters form words. If at least three (3) words are formed from the newly exposed letters, the holder is entitled to the prize identified on the "PRIZE KEY".

(b) In instant game number 356, letters combined to form words on the crossword grid must appear in an unbroken horizontal or vertical sequence. Words cannot be formed by linking letters diagonally or reading right to left or bottom to top.

(c) If four (4) or more words are formed, the holder is entitled only to the highest prize. Prizes are not cumulative.

(d) The prizes and number of winners in instant game number 356 are as follows:

INSTANT GAMES

Number of Words	Prize Amount	Approximate Number of Winners
3 words	\$2	586,500
4 words	\$4	397,800
5 words	\$10	66,300
6 words	\$20	20,400
7 words	\$40	10,370
8 words	\$80	5,100
9 words	\$1,000	272
10 words	\$10,000	13

(State Lottery Commission; 65 IAC 4-354-4; emergency rule filed Feb 18, 1999, 12:27 p.m.: 22 IR 2283; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-354-5 Number of tickets; odds of winning; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately four million (4,000,000) instant tickets initially available in instant game number 356.

(b) The odds of winning a prize in instant game number 356 are approximately 1 in 3.75.

(c) All reorders of tickets for instant game number 356 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-354-5; emergency rule filed Feb 18, 1999, 12:27 p.m.: 22 IR 2283; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

Rule 355. (Reserved)

Rule 356. (Reserved)

Rule 357. (Reserved)

Rule 358. (Reserved)

Rule 359. Instant Game 363

65 IAC 4-359-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 363, Best of 7's". *(State Lottery Commission; 65 IAC 4-359-1; emergency rule filed Apr 21, 1999, 3:39 p.m.: 22 IR 2887)*

65 IAC 4-359-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 363 shall sell for seven dollars (\$7) per ticket. *(State Lottery Commission; 65*

IAC 4-359-2; emergency rule filed Apr 21, 1999, 3:39 p.m.: 22 IR 2887)

65 IAC 4-359-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 363 shall contain twenty-four (24) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. Four (4) play symbols and play symbol captions shall appear in the area labeled "LUCKY NUMBERS". Twenty (20) play symbols and play symbol captions shall appear in the area labeled "YOUR NUMBERS" arranged in pairs representing numbers and prize amounts.

(b) The play symbols and play symbol captions in instant game number 363, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THR
- (4) 4
FOR
- (5) 5
FIV
- (6) 6
SIX
- (7) 7
SVN
- (8) 8
EGT
- (9) 9
NIN
- (10) 10
TEN
- (11) 11
ELV
- (12) 12
TLV
- (13) 13
TTN
- (14) 14
FRN
- (15) 15
FTN
- (16) 16
SXT
- (17) 17
SVT
- (18) 18
ETN
- (19) 19
NTN

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(20) 20

TWY

(c) The play symbols and play symbol captions representing prize amounts in instant game number 363 shall consist of the following possible play symbols and play symbol captions:

(1) TICKET

TICKET

(2) \$7.00

SEVEN

(3) \$14.00

FOURTEEN

(4) \$21.00

TWY ONE

(5) \$35.00

THY FIVE

(6) \$70.00

SEVENTY

(7) \$100

ONE HUN

(8) \$500

FIVE HUN

(9) \$700

SVN HUN

(10) \$1,000

ONE THOU

(11) \$7,000

SVN THOU

(12) \$17,000

SVTN THOU

(13) \$70,000

SVT THOU

(14) \$777,000

SVSVTSV THOU

(State Lottery Commission; 65 IAC 4-359-3; emergency rule filed Apr 21, 1999, 3:39 p.m.: 22 IR 2887)

65 IAC 4-359-4 How to play; determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of a ticket in instant game number 363 shall remove the latex material covering the twenty-four (24) play symbols and play symbol captions. If one (1) or more of "YOUR NUMBERS" match one (1) or more of the "LUCKY NUMBERS", the holder is entitled to the prize amount paired with the matched number. A holder may win up to ten (10) times on a ticket. The matched prize play symbols, prize amounts, and number of winners in instant game number 363 are as follows:

Matched Prize Symbol	Prize Amount	Approximate Number of Winners
TICKET	Free instant tickets with a cumulative face value of \$7	489,600
1 - \$7.00	\$7	530,400
1 - \$14.00	\$14	163,200

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2 - \$7.00	\$14	40,800
1 - \$21.00	\$21	40,800
3 - \$7.00	\$21	40,800
1 - \$35.00	\$35	40,800
1 - \$70.00	\$70	20,400
10 - \$7.00	\$70	20,400
1 - \$100	\$100	2,380
1 - \$500	\$500	272
5 - \$100	\$500	272
1 - \$1,000	\$1,000	102
2 - \$500	\$1,000	102
10 - \$100	\$1,000	102
1 - \$7,000	\$7,000	8
10 - \$700	\$7,000	8
7 - \$1,000	\$7,000	5
1 - \$17,000	\$17,000	4
1 - \$70,000	\$70,000	3
1 - \$700,000	\$777,000	3

(State Lottery Commission; 65 IAC 4-359-4; emergency rule filed Apr 21, 1999, 3:39 p.m.: 22 IR 2888)

65 IAC 4-359-5 Number of tickets; odds of winning; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately four million (4,000,000) instant tickets initially available in instant game number 363.

(b) The odds of winning a prize in instant game number 363 are approximately 1 in 2.93.

(c) All reorders of tickets for instant game number 363 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-359-5; emergency rule filed Apr 21, 1999, 3:39 p.m.: 22 IR 2888)*

Rule 360. (Reserved)

Rule 361. (Reserved)

Rule 362. (Reserved)

Rule 363. (Reserved)

Rule 364. Instant Game 366 (Repealed)

(Repealed by State Lottery Commission; emergency rule filed Jun 30, 2000, 3:53 p.m.: 23 IR 2765)

Rule 365. (Reserved)

Rule 366. (Reserved)

Rule 367. Instant Game 369**65 IAC 4-367-1 Name**

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 369, Tax Free Million II". (*State Lottery Commission; 65 IAC 4-367-1; emergency rule filed May 27, 1999, 5:00 p.m.: 22 IR 3110*)

65 IAC 4-367-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets for instant game number 369 shall sell for five dollars (\$5) per ticket. (*State Lottery Commission; 65 IAC 4-367-2; emergency rule filed May 27, 1999, 5:00 p.m.: 22 IR 3110*)

65 IAC 4-367-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Instant tickets for instant game number 369 shall have twenty-two (22) play symbols and play symbol captions under two (2) separate sections of the game play data area all concealed under a large spot of latex material. The larger box shall be labeled "YOUR NUMBERS" and shall contain ten (10) pairs of play symbols and play symbol captions which include numbers and prize amounts. The small box on the upper left side of the game play data area shall be labeled "WINNING NUMBERS" and shall contain two (2) play symbols and play symbol captions representing numbers only.

(b) The play symbols and play symbol captions, other than the play symbols and play symbol captions of prize amounts, shall consist of the following possible play symbols and play symbol captions:

(1) 1

ONE

(2) 2

TWO

(3) 3

THR

(4) 4

FOR

(5) 5

FIV

(6) 6

SIX

(7) 7

SVN

(8) 8

EGT

(9) 9

NIN

(10) 10

TEN

(11) 11

ELV

(12) 12

TLV
(13) 13
TTN
(14) 14
FRN
(15) 15
FTN

(c) The play symbols and play symbol captions of the prize amounts shall consist of the following possible play symbols and play symbol captions:

(1) TICKET
TICKET
(2) \$5.00
FIVE
(3) \$10.00
TEN
(4) \$50.00
FIFTY
(5) \$100
ONE HUND
(6) \$500
FIV HUND
(7) \$1,000
ONE THO
(8) \$5,000
FIV THO
(9) \$10,000
TEN THO
(10) \$25,000
TWF THO
(11) \$50,000
FTY THO
(12) MILLION
TAX FREE

(State Lottery Commission; 65 IAC 4-367-3; emergency rule filed May 27, 1999, 5:00 p.m.: 22 IR 3110)

65 IAC 4-367-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 4. The holder of an instant ticket for instant game number 369 must remove the latex material covering the twenty-two (22) play symbols and play symbol captions. *(State Lottery Commission; 65 IAC 4-367-4; emergency rule filed May 27, 1999, 5:00 p.m.: 22 IR 3111)*

65 IAC 4-367-5 Determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 5. The holder of a ticket in instant game number 369 shall remove the latex material covering the twenty-two (22) play symbols and play symbol captions. If either of "YOUR NUMBERS" match one (1) or more of the "WINNING NUMBERS", the holder is entitled to the prize amounts paired with the matched symbols. A holder may win up to ten (10) times on a ticket. The

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matched prize play symbols, prize amounts, and number of winners in instant game number 369 are as follows:

Matched Prize Symbols	Prize Amount A combination of instant tickets with a cumulative face value of \$5	Approximate Number of Winners
TICKET		1,032,000
1 - \$5.00	\$5	412,800
2 - \$5.00	\$10	129,000
1 - \$10.00	\$10	129,000
5 - \$3.00	\$15	25,800
1 - \$5.00 and 1 - \$10.00	\$15	25,800
4 - \$5.00	\$20	12,900
2 - \$10.00	\$20	12,900
10 - \$5.00	\$50	12,900
4 - \$5.00 and 3 - \$10.00	\$50	12,900
10 - \$10.00	\$100	1,720
10 - \$5.00 and 1 - \$50.00	\$100	1,505
2 - \$50.00	\$100	1,290
10 - \$50.00	\$500	129
1 - \$500	\$500	86
10 - \$100	\$1,000	43
2 - \$500	\$1,000	17
10 - \$500	\$5,000	12
5 - \$1,000	\$5,000	17
10 - \$1,000	\$10,000	7
1 - \$10,000	\$10,000	7
2 - \$10,000 and 1 - \$5,000	\$25,000	3
1 - \$25,000	\$25,000	3
10 - \$5,000	\$50,000	2
1 - \$50,000	\$50,000	3
10 - \$10,000	\$100,000	3
1 - MILLION	A prize of \$1,655,000 from which federal taxes can be paid leaving the winner with a total of at least \$1,000,000	3

(State Lottery Commission; 65 IAC 4-367-5; emergency rule filed May 27, 1999, 5:00 p.m.: 22 IR 3111)

65 IAC 4-367-6 Number of tickets; odds of winning; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

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Sec. 6. (a) There shall be approximately five million (5,000,000) instant tickets initially available in instant game number 369.

(b) The odds of winning a prize in instant game number 369 are approximately 1 in 2.85.

(c) All reorders of tickets for instant game number 369 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-367-6; emergency rule filed May 27, 1999, 5:00 p.m.: 22 IR 3111)*

Rule 368. (Reserved)

Rule 369. (Reserved)

Rule 370. (Reserved)

Rule 371. (Reserved)

Rule 372. (Reserved)

Rule 373. (Reserved)

Rule 374. (Reserved)

Rule 375. (Reserved)

Rule 376. (Reserved)

Rule 377. (Reserved)

Rule 378. (Reserved)

Rule 379. (Reserved)

Rule 380. (Reserved)

Rule 381. (Reserved)

Rule 382. (Reserved)

Rule 383. Instant Game 408

65 IAC 4-383-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 408, Wild Spot Bingo". *(State Lottery Commission; 65 IAC 4-383-1; emergency rule filed Aug 17, 1999, 1:10 p.m.: 23 IR 32)*

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65 IAC 4-383-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets for instant game number 408 shall sell for two dollars (\$2) per ticket. (*State Lottery Commission; 65 IAC 4-383-2; emergency rule filed Aug 17, 1999, 1:10 p.m.: 23 IR 32*)

65 IAC 4-383-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Instant tickets for instant game number 408 shall have two (2) separate and independent game play data areas, with the game play data area on the left side of each instant ticket captioned "CALLER'S CARD". The game play data area on the right side of each instant ticket shall have four (4) separate games labeled "CARD 1", "CARD 2", "CARD 3", and "CARD 4", respectively. The "CALLER'S CARD" shall contain twenty-four (24) play symbols arranged in a matrix of eight (8) rows and three (3) columns. "CARD 1", "CARD 2", "CARD 3", and "CARD 4" shall contain twenty-five (25) play symbols arranged in a matrix of five (5) rows and five (5) columns. The columns on each card shall be labeled B, I, N, G, and O, respectively.

(b) The play symbols for "CARD 1", "CARD 2", "CARD 3", and "CARD 4" shall consist of the following possible play symbols:

SYMBOL	SYMBOL	SYMBOL	SYMBOL	SYMBOL
1	16	31	46	61
2	17	32	47	62
3	18	33	48	63
4	19	34	49	64
5	20	35	50	65
6	21	36	51	66
7	22	37	52	67
8	23	38	53	68
9	24	39	54	69
10	25	40	55	70
11	26	41	56	71
12	27	42	57	72
	408 [<i>sic.</i> , 28]	43	58	73
13	29	44	59	74
14	30	45	60	75
15				
FREE				

(c) The play symbols for "CALLER'S CARD" shall consist of the following possible play symbols:

SYMBOL	SYMBOL	SYMBOL	SYMBOL	SYMBOL
B1	I16	N31	G46	O61
B2	I17	N32	G47	O62
B3	I18	N33	G48	O63
B4	I19	N34	G49	O64
B5	I20	N35	G50	O65
B6	I21	N36	G51	O66

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B7	I22	N37	G52	O67
B8	I23	N38	G53	O68
B9	I24	N39	G54	O69
B10	I25	N40	G55	O70
B11	I26	N41	G56	O71
B12	I27	N42	G57	O72
I408 [sic.,				
B13	I28]	N43	G58	O73
B14	I29	N44	G59	O74
B15	I30	N45	G60	O75

WILD

(State Lottery Commission; 65 IAC 4-383-3; emergency rule filed Aug 17, 1999, 1:10 p.m.: 23 IR 32)

65 IAC 4-383-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of an instant ticket for instant game 408 must remove the latex material covering the twenty-four (24) play symbols on the left side of the game play data area labeled "CALLER'S CARD". *(State Lottery Commission; 65 IAC 4-383-4; emergency rule filed Aug 17, 1999, 1:10 p.m.: 23 IR 33)*

65 IAC 4-383-5 "Winning play" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) For purposes of this rule, "winning play" means play symbols on "CARD 1", "CARD 2", "CARD 3", or "CARD 4", or a combination thereof, which match "CALLING CARD" play symbols in any of the following manners:

(1) Five (5) play symbols in a vertical, horizontal, or diagonal line.

(2) One (1) play symbol in each corner.

(3) Eight (8) play symbols arranged from corner to corner in the form of an "X".

(b) A "WILD" play symbol exposed on the "CALLER'S CARD" may be treated as one (1) extra "FREE" play symbol and used to complete a winning play on any card.

(c) There shall be no more than one (1) winning play in "CARD 1", "CARD 2", "CARD 3", or "CARD 4", respectively, on a single instant ticket in instant game 408. *(State Lottery Commission; 65 IAC 4-383-5; emergency rule filed Aug 17, 1999, 1:10 p.m.: 23 IR 33)*

65 IAC 4-383-6 Determination of prize winners

Authority: IC 4-30

Affected: IC 4-30-3-7; IC 4-30-3-9

Sec. 6. The holder of a valid instant ticket having a winning play as described in section 5 of this rule is entitled to a prize. The winning plays, prize amounts, and approximate number of winners in instant game number 408 are as follows:

Winning Play and CARD Number	Prize Amount	Approximate Number of Winners
5(a)(1) on CARD 1	\$2	489,600
5(a)(1) on CARD 2	\$3	244,800
5(a)(1) on CARD 1 and CARD 2	\$5	142,800
5(a)(1) on CARD 3	\$10	40,800

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5(a)(1) on CARD 4	\$25	20,400
5(a)(1) on CARD 1, CARD 2, and CARD 3	\$30	10,200
5(a)(1) on CARD 1, CARD 2, CARD 3, and CARD 4	\$40	10,200
5(a)(2) on CARD 2	\$50	10,200
5(a)(3) on CARD 1	\$150	1,700
5(a)(2) on CARD 1 and CARD 3 + 5(a)(1) on CARD 4	\$200	306
5(a)(2) on CARD 2 + 5(a)(3) on on <i>[sic.]</i> CARD 1	\$200	306
5(a)(2) on CARD 1, CARD 2 and CARD 3 + 5(a)(1) on CARD 4	\$250	68
5(a)(3) on CARD 2	\$250	68
5(a)(2) on CARD 4	\$250	68
5(a)(3) on CARD 3	\$1,500	34
5(a)(3) on CARD 4	\$15,000	12

(State Lottery Commission; 65 IAC 4-383-6; emergency rule filed Aug 17, 1999, 1:10 p.m.: 23 IR 33)

65 IAC 4-383-7 Number of tickets; odds of winning; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) A total of approximately four million (4,000,000) instant tickets will be initially available for instant game number 408.

(b) The odds of winning a prize with an instant ticket in instant game number 335 *[sic., 408]* are approximately 1 in 4.20.

(c) All reorders of tickets for instant game number 335 *[sic., 408]* shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-383-7; emergency rule filed Aug 17, 1999, 1:10 p.m.: 23 IR 33)*

Rule 384. (Reserved)

Rule 385. (Reserved)

Rule 386. (Reserved)

Rule 387. (Reserved)

Rule 388. (Reserved)

Rule 389. (Reserved)

Rule 390. Instant Game 412

65 IAC 4-390-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

INSTANT GAMES

Sec. 1. The name of this instant game is "Instant Game Number 412, 10TH ANNIVERSARY". (*State Lottery Commission; 65 IAC 4-390-1; emergency rule filed Sep 17, 1999, 5:00 p.m.: 23 IR 350*)

65 IAC 4-390-2 Price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 412 shall sell for one dollar (\$1) per ticket. (*State Lottery Commission; 65 IAC 4-390-2; emergency rule filed Sep 17, 1999, 5:00 p.m.: 23 IR 350*)

65 IAC 4-390-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 412 shall contain twelve (12) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. One (1) play symbol and play symbol caption shall appear in the area labeled "YOUR NUMBER". Ten (10) play symbols and play symbol captions shall appear in the area labeled "YOUR STAR NUMBERS" and be arranged in pairs representing numbers and prize amounts. One (1) play symbol and play symbol caption shall appear in the area labeled "BONUS ENTRY".

(b) The play symbols and play symbol captions in instant game number 412, other than those representing prize amounts or appearing in the "BONUS ENTRY" area, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THREE
- (4) 4
FOUR
- (5) 5
FIVE
- (6) 6
SIX
- (7) 7
SEVEN
- (8) 8
EIGHT
- (9) 9
NINE
- (10) 10
TEN
- (11) 11
ELVEN
- (12) 12
TWLVE
- (13) 13
THIRTN
- (14) 14
FORTN
- (15) 15

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FIFTN

(c) The play symbols and play symbol captions representing prize amounts in instant game number 412 shall consist of the following possible play symbols and play symbol captions:

- (1) \$1.00
ONE
- (2) \$2.00
TWO
- (3) \$5.00
FIVE
- (4) \$10.00
TEN
- (5) \$20.00
TWENTY
- (6) \$50.00
FIFTY
- (7) \$100
ONE HUN
- (8) \$10,000
TEN THOU

(d) The play symbols and play symbol captions appearing in the "BONUS ENTRY" area shall consist of the following possible play symbols and play symbol captions:

- (1) A picture of a cupcake
TRY AGAIN
- (2) A picture of a party hat
TRY AGAIN
- (3) A picture of a gift
TRY AGAIN
- (4) A picture of a party horn
TRY AGAIN
- (5) A picture of a noise maker
TRY AGAIN
- (6) MILLION
\$ENTRY

(State Lottery Commission; 65 IAC 4-390-3; emergency rule filed Sep 17, 1999, 5:00 p.m.: 23 IR 350)

65 IAC 4-390-4 How to play; winning combinations and prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The holder of a ticket in instant game number 412 shall remove the latex material covering the twelve (12) play symbols and play symbol captions. If one (1) or more of "YOUR STAR NUMBERS" match "YOUR NUMBER", the holder is entitled to the prize amount paired with the matched number. If the play symbol "MILLION \$\$ ENTRY" is exposed in the "BONUS ENTRY" area, the holder may mail the ticket to the commission for entry into a preliminary drawing from which two (2) tickets per week will be selected for entry into quarterly drawings for a one million dollar (\$1,000,000) prize.

(b) The matched prize play symbols, prize amounts, and number of winners in instant game number 412 are as follows:

Winning Prize Symbol	Prize Amount	Approximate Number of Winners
MILLION \$\$ ENTRY	Entry into drawing	2,680,000

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1-\$1.00	\$1	1,340,000
2-\$1.00	\$2	804,000
1-\$2.00	\$2	375,200
3-\$1.00 + 1-\$2.00	\$5	160,800
1-\$1.00 + 2-\$2.00	\$5	107,200
5-\$1.00	\$5	107,200
1-\$5.00	\$5	107,200
1-\$1.00, 2-\$2.00, and 1-\$5.00	\$10	53,600
5-\$2.00	\$10	53,600
2-\$5.00	\$10	26,800
4-\$5.00	\$20	26,800
1-\$10.00 and 2-\$5.00	\$20	13,400
2-\$10.00	\$20	13,400
1-\$20.00	\$20	26,800
1-\$50.00	\$50	26,800
5-\$20.00	\$100	4,335
2-\$50.00	\$100	4,335
1-\$100	\$100	4,335
1-\$10,000	\$10,000	24

(c) The director shall establish and promulgate drawing procedures governing the preliminary and quarterly drawings for the four (4) second chance prizes of one million dollars (\$1,000,000). (*State Lottery Commission; 65 IAC 4-390-4; emergency rule filed Sep 17, 1999, 5:00 p.m.: 23 IR 351*)

65 IAC 4-390-5 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately sixteen million (16,000,000) instant tickets initially available in instant game number 412.

(b) The odds of winning a prize in instant game number 412 are approximately 1 in 2.71.

(c) All reorders of tickets for instant game number 412 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. (*State Lottery Commission; 65 IAC 4-390-5; emergency rule filed Sep 17, 1999, 5:00 p.m.: 23 IR 351*)

Rule 391. (Reserved)

Rule 392. (Reserved)

Rule 393. (Reserved)

Rule 394. (Reserved)

Rule 395. (Reserved)

Rule 396. (Reserved)

Rule 397. (Reserved)

Rule 398. (Reserved)**Rule 399. (Reserved)****Rule 400. (Reserved)****Rule 401. Instant Game 424****65 IAC 4-401-1 Name**

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 424, Fantasy 4's". (*State Lottery Commission; 65 IAC 4-401-1; emergency rule filed Sep 20, 1999, 9:02 a.m.: 23 IR 359*)

65 IAC 4-401-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 424 shall sell for one dollar (\$1) per ticket. (*State Lottery Commission; 65 IAC 4-401-2; emergency rule filed Sep 20, 1999, 9:02 a.m.: 23 IR 359*)

65 IAC 4-401-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 424 shall contain ten (10) play symbols and play symbol captions all concealed under a large spot of latex material. Nine (9) play symbols and play symbol captions shall appear in a matrix of three (3) rows and three (3) columns. One (1) play symbol and play symbol caption shall appear above the matrix in the area labeled "YOUR FANTASY PRIZE".

(b) The play symbols and play symbol captions, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

(1) 1

ONE

(2) 2

TWO

(3) 3

THR

(4) 4

FOR

(5) 5

FIV

(6) 6

SIX

(7) 7

SVN

(8) 8

EGT

(9) 9

NIN

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(c) The play symbols and play symbol captions representing prize amounts shall consist of the following possible play symbols and play symbol captions:

- (1) TICKET
TICKET
- (2) \$1.00
ONE
- (3) \$2.00
TWO
- (4) \$4.00
FOUR
- (5) \$8.00
EIGHT
- (6) \$10.00
TEN
- (7) \$20.00
TWENTY
- (8) \$40.00
FORTY
- (9) \$80.00
EIGHTY
- (10) \$200
TWO HUN
- (11) \$400
FOUR HUN
- (12) \$4,000
FOUR THOU

(State Lottery Commission; 65 IAC 4-401-3; emergency rule filed Sep 20, 1999, 9:02 a.m.: 23 IR 359)

65 IAC 4-401-4 How to play; number of winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of a ticket in instant game number 424 shall remove the latex material covering the ten (10) play symbols and play symbol captions. If three (3) play symbols of the number “4” are exposed in black in a row, column, or diagonal, the holder is entitled to a prize in the amount set forth in the “YOUR FANTASY PRIZE” area. If three (3) play symbols of the number “4” are exposed in red in a row, column, or diagonal, the holder is entitled to a prize of double the amount set forth in the “YOUR FANTASY PRIZE” area. The prize amounts and number of winners in instant game number 424 are as follows:

Prize Symbol and Double	Prize Amount One (1) \$1 ticket currently offered for sale	Approximate Number of Winners
TICKET		104,000
\$1.00–black	\$1	374,400
\$1.00–red (DOUBLE)	\$2	135,200
\$2.00–black	\$2	41,600
\$2.00–red (DOUBLE)	\$4	31,200
\$4.00–black	\$4	10,400
\$4.00–red (DOUBLE)	\$8	10,400
\$8.00–black	\$8	10,400
\$10.00–red (DOUBLE)	\$20	5,200

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\$20.00–black	\$20	5,200
\$20.00–red (DOUBLE)	\$40	3,900
\$40.00–black	\$40	3,900
\$40.00–red (DOUBLE)	\$80	650
\$80.00–black	\$80	650
\$200–red (DOUBLE)	\$400	65
\$400–black	\$400	65
\$4,000–black	\$4,000	10

(State Lottery Commission; 65 IAC 4-401-4; emergency rule filed Sep 20, 1999, 9:02 a.m.: 23 IR 359)

65 IAC 4-401-5 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately three million (3,000,000) instant tickets initially available in instant game number 424.

(b) The odds of winning a prize in instant game number 424 are approximately 1 in 4.23.

(c) All reorders of tickets for instant game number 424 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-401-5; emergency rule filed Sep 20, 1999, 9:02 a.m.: 23 IR 360)*

Rule 402. Instant Game 425

65 IAC 4-402-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is “Instant Game Number 425, Double Feature”. *(State Lottery Commission; 65 IAC 4-402-1; emergency rule filed Sep 20, 1999, 9:05 a.m.: 23 IR 360)*

65 IAC 4-402-2 Price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 425 shall sell for two dollars (\$2) per ticket. *(State Lottery Commission; 65 IAC 4-402-2; emergency rule filed Sep 20, 1999, 9:05 a.m.: 23 IR 360)*

65 IAC 4-402-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 425 shall contain twenty-two (22) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. Two (2) play symbols and play symbol captions shall appear in the area labeled “WINNING SYMBOLS”. Twenty (20) play symbols and play symbol captions shall appear in the area labeled “YOUR STAR NUMBERS” and be arranged in pairs representing pictures and prize amounts.

(b) The play symbols and play symbol captions in instant game number 425, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

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- (1) A picture of a tub of popcorn
POPCORN
- (2) A picture of a candy bar
CANDY
- (3) A picture of a cup with a straw
SODA
- (4) A picture of a piece of film
FILM
- (5) A picture of a torn ticket
TICKET
- (6) A picture of a director's chair
SEAT
- (7) A picture of a stick gum
GUM
- (8) A picture of a movie camera
CAMERA
- (9) A picture of a trophy
AWARD
- (10) A picture of nachos
NACHOS
- (11) A picture of a hot dog
HOT DOG
- (12) A picture of a cup with a straw
MKLSHK
- (13) \$\$
DOUBLE

(c) The play symbols and play symbol captions representing prize amounts in instant game number 425 shall consist of the following possible play symbols and play symbol captions:

- (1) \$2.00
TWO
- (2) \$3.00
THREE
- (3) \$4.00
FOUR
- (4) \$5.00
FIVE
- (5) \$10.00
TEN
- (6) \$20.00
TWENTY
- (7) \$25.00
TWY FIV
- (8) \$50.00
FIFTY
- (9) \$100
ONE HUN
- (10) \$3,000
THR THOU
- (11) \$30,000
THY THOU

INSTANT GAMES

(State Lottery Commission; 65 IAC 4-402-3; emergency rule filed Sep 20, 1999, 9:05 a.m.: 23 IR 360)

65 IAC 4-402-4 How to play; winning combinations and prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The holder of a ticket in instant game number 425 shall remove the latex material covering the twenty-two (22) play symbols and play symbol captions. If one (1) or more of "YOUR SYMBOLS" match either of the "WINNING SYMBOLS", the holder is entitled to the prize amount paired with the matched number. If the play symbol "\$\$" is exposed in the "YOUR SYMBOLS" area, the holder is entitled to double the paired prize amount.

(b) The matched prize play symbols, prize amounts, and number of winners in instant game number 425 are as follows:

Winning Prize Symbol	Prize Amount	Approximate
		Number of Winners
1-\$2.00	\$2	345,000
1-\$2.00 and DOUBLE	\$4	75,000
1-\$4.00	\$4	80,000
1-\$2.00 + 1-\$3.00	\$5	80,000
5-\$1.00	\$5	80,000
5-\$2.00	\$10	15,000
1-\$5.00 and DOUBLE	\$10	15,000
1-\$10.00	\$10	15,000
5-\$2.00 and 3-\$5.00	\$25	7,500
5-\$5.00	\$25	3,750
1-\$25.00	\$25	3,750
4-\$5.00 + 1-\$10.00 and DOUBLE	\$40	7,500
1-\$40.00	\$40	7,500
10-\$5.00	\$50	1,250
1-\$50.00	\$50	1,250
10-\$10.00	\$100	1,250
5-\$20.00	\$100	1,250
5-\$100	\$500	25
10-\$3,000	\$30,000	2
1-\$30,000	\$30,000	3

(State Lottery Commission; 65 IAC 4-402-4; emergency rule filed Sep 20, 1999, 9:05 a.m.: 23 IR 361)

65 IAC 4-402-5 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately three million (3,000,000) instant tickets initially available in instant game number 425.

(b) The odds of winning a prize in instant game number 425 are approximately 1 in 4.41.

(c) All reorders of tickets for instant game number 425 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;
as contained in the initial order. *(State Lottery Commission; 65 IAC 4-402-5; emergency rule filed Sep 20, 1999, 9:05 a.m.: 23 IR 361)*

Rule 403. Instant Game 426

65 IAC 4-403-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 426, Bonus 7's". *(State Lottery Commission; 65 IAC 4-403-1; emergency rule filed Dec 1, 1999, 4:35 p.m.: 23 IR 817)*

65 IAC 4-403-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 426 shall sell for one dollar (\$1) per ticket. *(State Lottery Commission; 65 IAC 4-403-2; emergency rule filed Dec 1, 1999, 4:35 p.m.: 23 IR 817)*

65 IAC 4-403-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 426 shall contain eleven (11) play symbols and play symbol captions all concealed under a large spot of latex material. Nine (9) play symbols and play symbol captions shall appear in a matrix of three (3) rows and three (3) columns. One (1) play symbol and play symbol caption shall appear in a box labeled "PRIZE". One (1) play symbol and play symbol caption shall appear in a box labeled "BONUS".

(b) The play symbols and play symbol captions, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THR
- (4) 4
FOR
- (5) 5
FIV
- (6) 6
SIX
- (7) 7
SVN
- (8) 8
EGT
- (9) 9
NIN

(c) The play symbols and play symbol captions representing prize amounts shall consist of the following possible play symbols and play symbol captions:

- (1) \$1.00
ONE
- (2) \$2.00
TWO
- (3) \$3.00
THREE
- (4) \$10.00
TEN
- (5) \$13.00
THIRTN
- (6) \$20.00
TWENTY
- (7) \$23.00
TWY THR
- (8) \$30.00
THIRTY
- (9) \$33.00
TRY THR
- (10) \$40.00
FORTY
- (11) \$43.00
FRY THR
- (12) \$50.00
FIFTY
- (13) \$53.00
FTY THR
- (14) \$60.00
SIXTY
- (15) \$63.00
SXY THR
- (16) \$70.00
SEVENTY
- (17) \$93.00
NTY THR
- (18) \$100
ONE HUN
- (19) \$7,000
SVN THOU

(State Lottery Commission; 65 IAC 4-403-3; emergency rule filed Dec 1, 1999, 4:35 p.m.: 23 IR 818)

65 IAC 4-403-4 How to play; number of winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of a ticket in instant game number 426 shall remove the latex material covering the eleven (11) play symbols and play symbol captions. If three (3) play symbols of the number “7” are exposed in black in a row, column, or diagonal, the holder is entitled to a prize in the amount set forth in the “PRIZE” box. If a play symbol of the number “7” is exposed in the “BONUS” box, the holder is automatically entitled to a prize of seven dollars (\$7). The prize amounts and number of winners in instant game number 426 are as follows:

INSTANT GAMES

Prize Symbol	Prize Amount	Approximate Number of Winners
\$1.00	\$1	260,000
\$2.00	\$2	228,800
\$3.00	\$3	62,400
7 - bonus	\$7	62,400
\$3.00 + 7 - bonus	\$10	10,400
\$10.00	\$10	5,200
\$13.00 + 7 - bonus	\$20	5,200
\$20.00	\$20	5,200
\$23.00 + 7 - bonus	\$30	975
\$30.00	\$30	780
\$33.00 + 7 - bonus	\$40	260
\$40.00	\$40	260
\$43.00 + 7 - bonus	\$50	130
\$50.00	\$50	65
\$53.00 + 7 - bonus	\$60	130
\$60.00	\$60	65
\$63.00 + 7 - bonus	\$70	130
\$70.00	\$70	65
\$93.00 + 7 - bonus	\$100	26
\$100	\$100	26
\$7,000	\$7,000	6

(State Lottery Commission; 65 IAC 4-403-4; emergency rule filed Dec 1, 1999, 4:35 p.m.: 23 IR 818)

65 IAC 4-403-5 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately three million (3,000,000) instant tickets initially available in instant game number 426.

(b) The odds of winning a prize in instant game number 426 are approximately 1 in 4.86.

(c) All reorders of tickets for instant game number 426 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-403-5; emergency rule filed Dec 1, 1999, 4:35 p.m.: 23 IR 819)*

65 IAC 4-403-6 Last claim date

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The last day to claim a prize in instant game number 426 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site or may be obtained through the commission's toll free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-403-6; emergency rule filed Dec 1, 1999, 4:35 p.m.: 23 IR 819)*

Rule 404. Instant Game 428

65 IAC 4-404-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 428, Money Suits Me". (*State Lottery Commission; 65 IAC 4-404-1; emergency rule filed Oct 29, 1999, 2:50 p.m.: 23 IR 593*)

65 IAC 4-404-2 Price

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 428 shall sell for one dollar (\$1) per ticket. (*State Lottery Commission; 65 IAC 4-404-2; emergency rule filed Oct 29, 1999, 2:50 p.m.: 23 IR 593*)

65 IAC 4-404-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 428 shall contain eleven (11) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. One (1) play symbol and play symbol caption shall appear in the area labeled "WINNING SUIT". Ten (10) play symbols and play symbol captions shall appear in the area labeled "YOUR SUITS" and be arranged in pairs representing numbers and prize amounts.

(b) The play symbols and play symbol captions in instant game number 428, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) ♦
DIAMOND
- (2) ♣
CLUB
- (3) ♥
HEART
- (4) ♠
SPADE

(c) The play symbols and play symbol captions representing prize amounts in instant game number 428 shall consist of the following possible play symbols and play symbol captions:

- (1) \$1.00
ONE
- (2) \$2.00
TWO
- (3) \$3.00
THREE
- (4) \$4.00
FOUR
- (5) \$5.00
FIVE
- (6) \$10.00
TEN
- (7) \$15.00
FIFTEEN

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- (8) \$20.00
TWENTY
- (9) \$25.00
TWY FIVE
- (10) \$30.00
THIRTY
- (11) \$50.00
FIFTY
- (12) \$100
ONE HUN
- (14) \$6,000
SIX THOU

(State Lottery Commission; 65 IAC 4-404-3; emergency rule filed Oct 29, 1999, 2:50 p.m.: 23 IR 593)

65 IAC 4-404-4 How to play; winning combinations; prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The holder of a ticket in instant game number 428 shall remove the latex material covering the eleven (11) play symbols and play symbol captions. If one (1) or more of "YOUR SUITS" match the "WINNING SUIT", the holder is entitled to the prize amount paired with the matched number.

(b) The matched prize play symbols, prize amounts, and number of winners in instant game number 428 are as follows:

Matched Prize Symbol	Prize Amount	Approximate Number of Winners
1 - \$1.00	\$1	332,800
2 - \$1.00	\$2	208,800
1 - \$2.00	\$2	72,800
2 - \$2.00	\$4	31,200
1 - \$4.00	\$4	20,800
3 - \$1.00 + 1 - \$2.00	\$5	10,400
2 - \$2.00 + 1 - \$1.00	\$5	10,400
1 - \$5.00	\$5	10,400
5 - \$2.00	\$10	10,400
2 - \$5.00	\$10	10,400
1 - \$10.00	\$10	10,400
5 - \$3.00	\$15	2,600
1 - \$10.00 + 1 - \$5.00	\$15	2,600
3 - \$5.00	\$15	2,600
1 - \$15.00	\$15	2,600
1 - \$5.00 + 2 - \$10.00	\$25	325
5 - \$5.00	\$25	325
1 - \$25.00	\$25	325
5 - \$10.00	\$50	260
2 - \$25.00	\$50	260
1 - \$50.00	\$50	260
5 - \$20.00	\$100	104

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2 - \$20.00 + 2 -		
\$30.00	\$100	104
2 - \$50.00	\$100	104
1 - \$100	\$100	104
1 - \$6,000	\$6,000	4

(State Lottery Commission; 65 IAC 4-404-4; emergency rule filed Oct 29, 1999, 2:50 p.m.: 23 IR 594)

65 IAC 4-404-5 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately three million (3,000,000) instant tickets initially available in instant game number 428.

(b) The odds of winning a prize in instant game number 428 are approximately 1 in 4.21.

(c) All reorders of tickets for instant game number 428 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-404-5; emergency rule filed Oct 29, 1999, 2:50 p.m.: 23 IR 594)*

65 IAC 4-404-6 Last claim date

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The last day to claim a prize in instant game number 428 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site or may be obtained through the commission's toll free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-404-6; emergency rule filed Oct 29, 1999, 2:50 p.m.: 23 IR 594)*

Rule 405. Instant Game 430

65 IAC 4-405-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 430, Tons of Fun". *(State Lottery Commission; 65 IAC 4-405-1; emergency rule filed Dec 1, 1999, 5:03 p.m.: 23 IR 822)*

65 IAC 4-405-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 430 shall sell for one dollar (\$1) per ticket. *(State Lottery Commission; 65 IAC 4-405-2; emergency rule filed Dec 1, 1999, 5:03 p.m.: 23 IR 822)*

65 IAC 4-405-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

INSTANT GAMES

Sec. 3. (a) Each instant ticket in instant game number 430 shall contain nine (9) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. One (1) play symbol and play symbol caption shall appear in the area labeled "LUCKY NUMBER". Eight (8) play symbols and play symbol captions shall appear in a matrix of four (4) rows and two (2) columns. The rows shall be labeled "GAME 1", "GAME 2", "GAME 3", and "GAME 4", respectively, from the top of the ticket. The columns shall be labeled "YOUR NUMBERS" and "PRIZE", respectively.

(b) The play symbols and play symbol captions in instant game number 430, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THR
- (4) 4
FOR
- (5) 5
FIV
- (6) 6
SIX
- (7) 7
SVN
- (8) 8
EGT
- (9) 9
NIN
- (10) 10
TEN
- (11) 11
ELV
- (12) 12
TLV

(c) The play symbols and play symbol captions representing prize amounts in instant game number 430 shall consist of the following possible play symbols and play symbol captions:

- (1) \$1.00
ONE
- (2) \$2.00
TWO
- (3) \$4.00
FOUR
- (4) \$5.00
FIVE
- (5) \$10.00
TEN
- (6) \$20.00
TWENTY
- (7) \$40.00
FORTY
- (8) \$80.00
EIGHTY
- (9) \$200

INSTANT GAMES

TWO HUN
(10) \$2,000

TWO THOU

(State Lottery Commission; 65 IAC 4-405-3; emergency rule filed Dec 1, 1999, 5:03 p.m.: 23 IR 822)

65 IAC 4-405-4 How to play and prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of a ticket in instant game number 430 shall remove the latex material covering the nine (9) play symbols and play symbol captions. If "YOUR NUMBER" matches of the "LUCKY NUMBER", the holder is entitled to the prize for the game in that row. A holder can win up to four (4) times on a ticket. The matched prize play symbols, prize amounts, and number of winners in instant game number 430 are as follows:

Number of Winning Games and Prize Symbols	Prize Amount	Approximate Number of Winners
1 - \$1.00	\$1	280,800
2 - \$1.00	\$2	83,200
1 - \$2.00	\$2	83,200
4 - \$1.00	\$4	31,200
2 - \$1.00 + 1 - \$2.00	\$4	31,200
1 - \$4.00	\$4	31,200
2 - \$1.00 + 2 - \$2.00	\$5	20,800
3 - \$2.00	\$6	10,400
1 - \$2.00 + 1 - \$4.00	\$6	10,400
4 - \$2.00	\$8	10,400
2 - \$2.00 + 1 - \$4.00	\$8	5,200
2 - \$4.00	\$8	5,200
1 - \$1.00 + 2 - \$2.00 + 1 - \$5.00	\$10	10,400
2 - \$5.00	\$10	5,200
1 - \$10.00	\$10	5,200
4 - \$5.00	\$20	2,600
2 - \$5.00 + 1 - \$10.00	\$20	2,600
1 - \$20.00	\$20	2,600
4 - \$10.00	\$40	325
2 - \$20.00	\$40	325
1 - \$40.00	\$40	325
4 - \$20.00	\$80	130
2 - \$40.00	\$80	130
1 - \$80.00	\$80	130
1 - \$200	\$200	52
1 - \$2,000	\$2,000	7

(State Lottery Commission; 65 IAC 4-405-4; emergency rule filed Dec 1, 1999, 5:03 p.m.: 23 IR 822)

65 IAC 4-405-5 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately three million (3,000,000) instant tickets initially available in instant game number 430.

(b) The odds of winning a prize in instant game number 430 are approximately 1 in 4.93.

(c) All reorders of tickets for instant game number 430 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-405-5; emergency rule filed Dec 1, 1999, 5:03 p.m.: 23 IR 823)*

65 IAC 4-405-6 Last claim date

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The last day to claim a prize in instant game number 430 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site or may be obtained through the commission's toll free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-405-6; emergency rule filed Dec 1, 1999, 5:03 p.m.: 23 IR 823)*

Rule 406. Instant Game 412

65 IAC 4-406-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 436, Gold Rush". *(State Lottery Commission; 65 IAC 4-406-1; emergency rule filed Oct 29, 1999, 2:52 p.m.: 23 IR 595)*

65 IAC 4-406-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 436 shall sell for two dollars (\$2) per ticket. *(State Lottery Commission; 65 IAC 4-406-2; emergency rule filed Oct 29, 1999, 2:52 p.m.: 23 IR 595)*

65 IAC 4-406-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 436 shall contain twenty-two (22) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. Two (2) play symbols and play symbol captions shall appear in the area labeled "WINNING NUMBERS". Twenty (20) play symbols and play symbol captions shall appear in the area labeled "YOUR NUMBERS" and be arranged in pairs representing numbers and prize amounts.

(b) The play symbols and play symbol captions in instant game number 436, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

(1) 1

ONE

- (2) 2
TWO
- (3) 3
THR
- (4) 4
FOR
- (5) 5
FIV
- (6) 6
SIX
- (7) 7
SVN
- (8) 8
EGT
- (9) 9
NIN
- (10) 10
TEN
- (11) 11
ELEVN
- (12) 12
TWELV
- (13) 13
THRTN
- (14) 14
FORTN
- (15) 15
FIFTN
- (16) 16
SIXTN
- (17) 17
SVNTN
- (18) 18
EGHTN
- (19) 19
NINTN
- (20) \$\$
DOUBLE
- (21) A picture of a pick ax
WIN

(c) The play symbols and play symbol captions representing prize amounts in instant game number 436 shall consist of the following possible play symbols and play symbol captions:

- (1) \$2.00
TWO
- (2) \$3.00
THREE
- (3) \$5.00
FIVE
- (4) \$6.00
SIX

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- (5) \$10.00
TEN
- (6) \$12.00
TWELVE
- (7) \$25.00
TWY FIV
- (8) \$50.00
FIFTY
- (9) \$75.00
SVTY FIVE
- (10) \$1,000
ONE THOU
- (11) \$24,000
TWY FOUR THOU

(State Lottery Commission; 65 IAC 4-406-3; emergency rule filed Oct 29, 1999, 2:52 p.m.: 23 IR 595)

65 IAC 4-406-4 How to play; distribution of winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of a ticket in instant game number 436 shall remove the latex material covering the twenty-two (22) play symbols and play symbol captions. If one (1) or more of "YOUR NUMBERS" match either of the "WINNING NUMBERS", the holder is entitled to the prize amount paired with the matched number. If the play symbol "\$\$" is exposed in the "YOUR NUMBERS" area, the holder is entitled to double the paired prize amount. If the play symbol of a picture of a pick ax is exposed, the holder is automatically entitled to the paired prize amount. A holder may win up to ten (10) times on a ticket. The matched prize play symbols, prize amounts, and number of winners in instant game number 436 are as follows:

Matched Prize Symbol	Prize Amount	Approximate Number of Winners
1 - \$2.00	\$2	300,000
2 - \$2.00	\$4	67,500
1 - \$2.00 and 1 - \$3.00	\$5	60,000
1 - \$5.00 + pick ax	\$5	45,000
2 - \$3.00	\$6	30,000
1 - \$6.00	\$6	30,000
5 - \$2.00	\$10	15,000
1 - \$10.00 + pick ax	\$10	15,000
2 - \$5.00 and 1 - \$2.00	\$12	7,500
1 - \$6.00 + \$\$	\$12	7,500
1 - \$12.00 + pick ax	\$12	7,500
10 - \$2.00	\$20	7,500
1 - \$12.00 + \$\$	\$24	3,750
4 - \$6.00	\$24	3,750
2 - \$10.00 and 1 - \$5.00	\$25	7,500
1 - \$25.00	\$25	7,500
1 - \$50.00 + pick ax	\$50	2,500
1 - \$50.00 + \$\$	\$100	625

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10 - \$10.00	\$100	625
1 - \$75.00 + \$\$	\$150	375
1 - \$1,000	\$1,0000 [sic.]	125
1 - \$24,000	\$24,000	12

(State Lottery Commission; 65 IAC 4-406-4; emergency rule filed Oct 29, 1999, 2:52 p.m.: 23 IR 596)

65 IAC 4-406-5 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately three million (3,000,000) instant tickets initially available in instant game number 436.

(b) The odds of winning a prize in instant game number 436 are approximately 1 in 4.84.

(c) All reorders of tickets for instant game number 436 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. (State Lottery Commission; 65 IAC 4-406-5; emergency rule filed Oct 29, 1999, 2:52 p.m.: 23 IR 596)

65 IAC 4-406-6 Last claim date

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The last day to claim a prize in instant game number 436 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site or may be obtained through the commission's toll free customer service number or from any instant ticket retailer. (State Lottery Commission; 65 IAC 4-406-6; emergency rule filed Oct 29, 1999, 2:52 p.m.: 23 IR 596)

Rule 407. (Reserved)

Rule 408. Instant Game 437

65 IAC 4-408-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 437, High Card Doubler". (State Lottery Commission; 65 IAC 4-408-1; emergency rule filed Dec 1, 1999, 4:43 p.m.: 23 IR 830)

65 IAC 4-408-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 437 shall sell for one dollar (\$1) per ticket. (State Lottery Commission; 65 IAC 4-408-2; emergency rule filed Dec 1, 1999, 4:43 p.m.: 23 IR 830)

65 IAC 4-408-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

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Sec. 3. (a) Each instant ticket in instant game number 437 shall contain fifteen (15) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. The play symbols and play symbol captions shall be arranged in a matrix of five (5) rows and three (3) columns. The rows shall be labeled "GAME 1", "GAME 2", "GAME 3", "GAME 4", and "GAME 5", respectively. The first column shall be labeled "YOURS", the second column shall be labeled "DEALER", and the third column shall be labeled "PRIZE".

(b) The play symbols and play symbol captions, other than those of prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) The play symbol of a playing card with the number two (2) corresponding with the play symbol caption "TWO".
- (2) The play symbol of a picture playing card with the number three (3) corresponding with the play symbol caption "THR".
- (3) The play symbol of a playing card with the number four (4) corresponding with the play symbol caption "FOR".
- (4) The play symbol of a picture playing card with the number five (5) corresponding with the play symbol caption "FIV".
- (5) The play symbol of a playing card with the number six (6) corresponding with the play symbol caption "SIX".
- (6) The play symbol of a picture playing card with the number seven (7) corresponding with the play symbol caption "SVN".
- (7) The play symbol of a playing card with the number eight (8) corresponding with the play symbol caption "EGT".
- (8) The play symbol of a picture playing card with the number nine (9) corresponding with the play symbol caption "NIN".
- (9) The play symbol of a playing card with the number ten (10) corresponding with the play symbol caption "TEN".
- (10) The play symbol of a playing card with a picture of a jack corresponding with the play symbol caption "JCK".
- (11) The play symbol of a playing card with a picture of a queen corresponding with the play symbol caption "QUN".
- (12) The play symbol of a playing card with a picture of a king corresponding with the play symbol caption "KNG".
- (13) The play symbol of a picture playing card with the letter "A" corresponding with the play symbol caption "DBL".

(c) The play symbols and play symbol captions of prize amounts shall consist of the following possible play symbols and play symbol captions:

- (1) \$1.00
ONE
- (2) \$2.00
TWO
- (3) \$3.00
THREE
- (4) \$5.00
FIVE
- (5) \$6.00
SIX
- (6) \$10.00
TEN
- (7) \$15.00
FIFTEEN
- (8) \$30.00
THIRTY
- (9) \$50.00
FIFTY
- (10) \$60.00
SIXTY
- (11) \$125
ONE HUN TFIV
- (12) \$250
TWO HUN FTY
- (13) \$500
FIVE HUN
- (14) \$1,250
TLV HUN FTY

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(15) \$2,500

TWY FIV HUN

(State Lottery Commission; 65 IAC 4-408-3; emergency rule filed Dec 1, 1999, 4:43 p.m.: 23 IR 830)

65 IAC 4-408-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of a ticket in instant game number 437 shall remove the latex material covering the fifteen (15) play symbols and play symbol captions. If the play symbol and play symbol caption exposed in the column labeled "YOURS" is *[sic, are]* higher than the play symbol and play symbol caption exposed in the column labeled "DEALER", the holder is entitled to the corresponding prize amount for that game. If the play symbol of a playing card with the letter "A" is exposed in the column labeled "YOURS", the holder is entitled to double the corresponding prize amount. Ace is the high card. A holder may win up to five (5) times on a ticket. The prize amounts and number of winners in instant game number 437 are as follows:

Number of Winning Games, Prize Amounts, and Doubler	Prize Amount	Approximate Number of Winners
Play Symbols		
1 - \$1.00	\$1	364,000
1 - \$1.00 + "A"	\$2	62,400
2 - \$1.00	\$2	83,200
1 - \$2.00 + "A"	\$4	20,800
4 - \$1.00	\$4	20,800
5 - \$1.00	\$5	10,400
1 - \$1.00 and 2 - \$2.00	\$5	10,400
1 - \$2.00 and 1 - \$3.00	\$5	10,400
1 - \$5.00	\$5	10,400
1 - \$5.00 + "A"	\$10	10,400
5 - \$2.00	\$10	10,400
2 - \$2.00 and 1 - \$6.00	\$10	10,400
2 - \$5.00	\$10	2,600
1 - \$10.00	\$10	2,600
1 - \$15.00 + "A"	\$30	5,200
5 - \$6.00	\$30	5,200
1 - \$30 + "A"	\$60	468
3 - \$15.00, 1 - \$10.00, and 1 - \$5.00	\$60	468
1 - \$60.00	\$60	468
1 - \$125 + "A"	\$250	26
5 - \$50.00	\$250	26
1 - \$250	\$250	26
1 - \$1,250 + "A"	\$2,500	2
5 - \$500	\$2,500	2
1 - \$2,500	\$2,500	2

(State Lottery Commission; 65 IAC 4-408-4; emergency rule filed Dec 1, 1999, 4:43 p.m.: 23 IR 831)

65 IAC 4-408-5 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

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Sec. 5. (a) There shall be approximately three million (3,000,000) instant tickets initially available in instant game number 437.

(b) The odds of winning a prize in instant game number 437 are approximately 1 in 4.87.

(c) All reorders of tickets for instant game number 437 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. (*State Lottery Commission; 65 IAC 4-408-5; emergency rule filed Dec 1, 1999, 4:43 p.m.: 23 IR 831*)

65 IAC 4-408-6 Last claim date

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The last day to claim a prize in instant game number 437 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site or may be obtained through the commission's toll free customer service number or from any instant ticket retailer. (*State Lottery Commission; 65 IAC 4-408-6; emergency rule filed Dec 1, 1999, 4:43 p.m.: 23 IR 831*)

Rule 409. (Reserved)

Rule 410. (Reserved)

Rule 411. (Reserved)

Rule 412. (Reserved)

Rule 413. (Reserved)

Rule 414. (Reserved)

Rule 415. (Reserved)

Rule 416. (Reserved)

Rule 417. (Reserved)

Rule 418. (Reserved)

Rule 419. (Reserved)

Rule 420. (Reserved)

Rule 421. (Reserved)

Rule 422. (Reserved)

Rule 423. (Reserved)

Rule 424. (Reserved)

Rule 425. (Reserved)

Rule 426. (Reserved)

Rule 427. (Reserved)

Rule 428. (Reserved)

Rule 429. (Reserved)

Rule 430. (Reserved)

Rule 431. (Reserved)

Rule 432. (Reserved)

Rule 433. (Reserved)

Rule 434. (Reserved)

Rule 435. (Reserved)

Rule 436. (Reserved)

Rule 437. Instant Game 438

65 IAC 4-437-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 438, 7-11-21". (*State Lottery Commission; 65 IAC 4-437-1; emergency rule filed Feb 25, 2000, 3:31 p.m.: 23 IR 1660*)

65 IAC 4-437-2 Price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 438 shall sell for one dollar (\$1) per ticket. (*State Lottery Commission; 65 IAC 4-437-2; emergency rule filed Feb 25, 2000, 3:31 p.m.: 23 IR 1660*)

65 IAC 4-437-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 438 shall contain twelve (12) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. Four (4) play symbols and play symbol captions shall appear in each of three (3) games labeled "GAME 1", "GAME 2", and "GAME 3", respectively. The three (3) play symbols and play symbol caption [*sic., captions*] representing numbers shall appear at the top of each game. One (1) play symbol and play symbol caption representing a prize amount shall also appear in each game.

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(b) The play symbols and play symbol captions in instant game number 438, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THR
- (4) 4
FOR
- (5) 5
FIV
- (6) 6
SIX
- (7) 7
SVN
- (8) 8
EGT
- (9) 9
NIN
- (10) 10
TEN
- (11) 11
ELVN
- (12) 12
TWLV
- (13) 13
THTN
- (14) 14
FRTN
- (15) 15
FFTN

(c) The play symbols and play symbol captions representing prize amounts in instant game number 438 shall consist of the following possible play symbols and play symbol captions:

- (1) \$1.00
ONE
- (2) \$2.00
TWO
- (3) \$3.00
THREE
- (4) \$7.00
SEVEN
- (5) \$11.00
ELEVEN
- (6) \$15.00
FIFTEEN
- (7) \$21.00
TWY ONE
- (8) \$25.00
TWY FIVE

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(9) \$30.00

THIRTY

(10) \$100

ONE HUN

(11) \$2,100

TWY ONE HUN

(State Lottery Commission; 65 IAC 4-437-3; emergency rule filed Feb 25, 2000, 3:31 p.m.: 23 IR 1661)

65 IAC 4-437-4 How to play and prize distribution

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of a ticket in instant game number 438 shall remove the latex material covering the twelve (12) play symbols and play symbol captions. If the top three (3) play symbols and play symbol captions in "GAME 1", "GAME 2", and/or "GAME 3" total seven (7), eleven (11), or twenty-one (21) when added, the holder is entitled to the associated prize amount. A holder may win up to three (3) times on a ticket. The matched prize play symbols, prize amounts, and number of winners in instant game number 438 are as follows:

Number of Winning Prize Symbols	Prize Amount	Approximate Number of Winners
1 - \$1.00	\$1	340,000
1 - \$2.00	\$2	217,600
2 - \$1.00	\$2	101,800
1 - \$3.00	\$3	68,000
3 - \$1.00	\$3	27,200
1 - \$7.00	\$7	13,600
2 - \$2.00 and 1 - \$3.00	\$7	13,600
1 - \$11.00	\$11	13,600
2 - \$7.00 and 1 - \$1.00	\$15	13,600
1 - \$21.00	\$21	6,800
3 - \$7.00	\$21	6,800
1 - \$25.00	\$25	3,400
2 - \$15.00	\$30	2,550
1 - \$30.00	\$30	850
2 - \$25.00	\$50	850
3 - \$25.00	\$75	340
1 - \$100	\$100	85
2 - \$100	\$200	85
1 - \$2,100	\$2,100	10

(State Lottery Commission; 65 IAC 4-437-4; emergency rule filed Feb 25, 2000, 3:31 p.m.: 23 IR 1661)

65 IAC 4-437-5 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately four million (4,000,000) instant tickets initially available in instant game number 438.

(b) The odds of winning a prize in instant game number 438 are approximately 1 in 4.87.

(c) All reorders of tickets for instant game number 438 shall have the same:

- (1) prize structure;
- (2) number of prizes per prize pool of two hundred forty thousand (240,000); and
- (3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-437-5; emergency rule filed Feb 25, 2000, 3:31 p.m.: 23 IR 1662)*

Rule 438. Instant Game 454

65 IAC 4-438-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 454, Queen of Hearts". *(State Lottery Commission; 65 IAC 4-438-1; emergency rule filed Feb 25, 2000, 2:36 p.m.: 23 IR 1662)*

65 IAC 4-438-2 Price

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 454 shall sell for one dollar (\$1) per ticket. *(State Lottery Commission; 65 IAC 4-438-2; emergency rule filed Feb 25, 2000, 2:36 p.m.: 23 IR 1662)*

65 IAC 4-438-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 454 shall contain ten (10) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. Nine (9) symbols and play symbol captions representing playing card and prize amounts shall be arranged in a matrix of three (3) rows and three (3) columns. The rows shall be labeled "HAND 1", "HAND 2", and "HAND 3", respectively, and the columns shall be labeled "YOURS", "DEALER'S", and "PRIZE", respectively. One (1) play symbol and play symbol caption representing a card suit shall appear in a "BONUS CARD" box on each ticket.

(b) The play symbols and play symbol captions, other than those of prize amounts and card suits, shall consist of the following possible play symbols and play symbol captions:

- (1) The play symbol of a playing card with the number two (2) corresponding with the play symbol caption "TWO".
- (2) The play symbol of a playing card with the number three (3) corresponding with the play symbol caption "THR".
- (3) The play symbol of a playing card with the number four (4) corresponding with the play symbol caption "FOR".
- (4) The play symbol of a playing card with the number five (5) corresponding with the play symbol caption "FIV".
- (5) The play symbol of a playing card with the number six (6) corresponding with the play symbol caption "SIX".
- (6) The play symbol of a playing card with the number seven (7) corresponding with the play symbol caption "SVN".
- (7) The play symbol of a playing card with the number eight (8) corresponding with the play symbol caption "EGT".
- (8) The play symbol of a playing card with the number nine (9) corresponding with the play symbol caption "NIN".
- (9) The play symbol of a playing card with the number ten (10) corresponding with the play symbol caption "TEN".
- (10) The play symbol of a playing card with the letter "J" corresponding with the play symbol caption "JCK".
- (11) The play symbol of a playing card with the letter "Q" corresponding with the play symbol caption "QUN".
- (12) The play symbol of a playing card with the letter "K" corresponding with the play symbol caption "KNG".
- (13) The play symbol of a playing card with the letter "A" corresponding with the play symbol caption "ACE".

(c) The play symbols and play symbol captions of prize amounts shall consist of the following possible play symbols and play symbol captions:

- (1) \$1.00

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- ONE
(2) \$5.00
FIVE
(3) \$10.00
TEN
(4) \$50.00
FIFTY
(5) \$1,000
ONE THOU

(d) The play symbols and play symbol captions in the “BONUS CARD” box shall consist of the following possible play symbols and play symbol captions:

- (1) ♦
DIA
(2) ♣
CLB
(3) ♠
SPD
(4) ♥
WIN\$10

(State Lottery Commission; 65 IAC 4-438-3; emergency rule filed Feb 25, 2000, 2:36 p.m.: 23 IR 1662)

65 IAC 4-438-4 How to play and distribution of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of a ticket in instant game number 454 shall remove the latex material covering the ten (10) play symbols and play symbol captions. If the play symbol and play symbol caption exposed in the “YOURS” column is higher than the play symbol and play symbol caption exposed in the “DEALER’S” column in one (1) or more games, the holder is entitled to the corresponding prize amount. Aces are the high card in instant game number 454. If the play symbol “♥” is exposed in the “BONUS CARD” box, the holder is entitled to a prize of ten dollars (\$10). A holder may win up to four (4) times on a ticket. The play symbols, prize amounts, and number of winners in instant game number 454 are as follows:

Number of Winning Games and Prize Play Symbols	Prize Amount	Approximate Number of Winners
1 - \$1.00	\$1	544,000
2 - \$1.00	\$2	149,600
3 - \$1.00	\$3	54,400
1 - \$5.00	\$5	27,200
♥ in “BONUS CARD” box	\$10	27,200
1 - \$10.00 and ♥ in “BONUS CARD” box	\$20	27,200
3 - \$10.00 and ♥ in “BONUS CARD” box	\$40	6,800
3 - \$50.00	\$150	272
1 - \$1,000	\$1,000	10
3 - \$1,000	\$3,000	8

(State Lottery Commission; 65 IAC 4-438-4; emergency rule filed Feb 25, 2000, 2:36 p.m.: 23 IR 1663)

65 IAC 4-438-5 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately four million (4,000,000) instant tickets initially available in instant game number 454.

(b) The odds of winning a prize in instant game number 454 are approximately 1 in 4.88.

(c) All reorders of tickets for instant game number 454 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-438-5; emergency rule filed Feb 25, 2000, 2:36 p.m.: 23 IR 1663)*

Rule 439. Instant Game 393**65 IAC 4-439-1 Name**

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 393, Double Doubler". *(State Lottery Commission; 65 IAC 4-439-1; emergency rule filed Feb 25, 2000, 2:38 p.m.: 23 IR 1664)*

65 IAC 4-439-2 Price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 393 shall sell for one dollar (\$1) per ticket. *(State Lottery Commission; 65 IAC 4-439-2; emergency rule filed Feb 25, 2000, 2:38 p.m.: 23 IR 1664)*

65 IAC 4-439-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 393 shall contain seven (7) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. One (1) play symbol and play symbol caption shall appear in the area labeled "YOUR PRIZE LEVEL". Six (6) play symbols and play symbol captions representing prize amounts shall appear in the large box labeled "WIN UP TO \$4,000 INSTANTLY".

(b) The play symbols and play symbol captions in instant game number 393 shall consist of the following possible play symbols and play symbol captions:

(1) \$1.00

ONE

(2) \$2.00

TWO

(3) \$5.00

FIVE

(4) \$10.00

TEN

(5) \$50.00

FIFTY

(6) \$100

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ONE HUND

(7) \$500

FIV HUND

(8) \$1,000

ONE THOU

(c) The play symbols and play symbol captions appearing in the "YOUR PRIZE LEVEL" box shall consist of the following possible play symbols:

(1) SINGLE

(2) DOUBLE

(3) DOUBLE

DOUBLER

(State Lottery Commission; 65 IAC 4-439-3; emergency rule filed Feb 25, 2000, 2:38 p.m.: 23 IR 1664)

65 IAC 4-439-4 How to play and prize distribution

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The holder of a ticket in instant game number 393 shall remove the latex material covering the seven (7) play symbols and play symbol captions. If three (3) matching play symbols and play symbol captions are exposed in the "WIN UP TO \$4,000 INSTANTLY" box, the holder is entitled to a prize of:

(1) the matched amount if the play symbol "SINGLE" is exposed in the "YOUR PRIZE LEVEL" box;

(2) double the matched amount if the play symbol "DOUBLE" is exposed in the "YOUR PRIZE LEVEL" box; or

(3) four (4) times the matched amount if the play symbol "DOUBLE DOUBLER" is exposed in the "YOUR PRIZE LEVEL".

(b) The matched prize play symbols, prize amounts, and number of winners in instant game number 393 are as follows:

Matched Prize Symbol	Prize Amount	Approximate Number of Winners
1 - \$1.00	\$1	501,600
1 - \$1.00 and DOUBLE	\$2	152,000
1 - \$2.00	\$2	152,000
1 - \$2.00 and DOUBLE	\$4	30,400
1 - \$1.00 and DOUBLE DOUBLER	\$4	30,400
1 - \$5.00	\$5	30,400
1 - \$2.00 and DOUBLE DOUBLER	\$8	15,200
1 - \$5.00 and DOUBLE	\$10	15,200
1 - \$10.00	\$10	15,200
1 - \$5.00 and DOUBLE DOUBLER	\$20	15,200

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1 - \$10.00 and DOUBLE DOUBLER	\$40	7,600
1 - \$50.00	\$50	190
1 - \$50.00 and DOUBLE	\$100	114
1 - \$100	\$100	114
1 - \$500	\$500	38
1 - \$500 and DOUBLE	\$1,000	19
1 - \$1,000	\$1,000	19
1 - \$1,000 and DOUBLE DOUBLER	\$4,000	9

(State Lottery Commission; 65 IAC 4-439-4; emergency rule filed Feb 25, 2000, 2:38 p.m.: 23 IR 1664)

65 IAC 4-439-5 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately four million five hundred thousand (4,500,000) instant tickets initially available in instant game number 393.

(b) The odds of winning a prize in instant game number 393 are approximately 1 in 4.72.

(c) All reorders of tickets for instant game number 393 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. (State Lottery Commission; 65 IAC 4-439-5; emergency rule filed Feb 25, 2000, 2:38 p.m.: 23 IR 1665)

Rule 440. Instant Game 395

65 IAC 4-440-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 395, Road Hogs". (State Lottery Commission; 65 IAC 4-440-1; emergency rule filed Apr 19, 2000, 8:54 a.m.: 23 IR 2257)

65 IAC 4-440-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 395 shall sell for one dollar (\$1) per ticket. (State Lottery Commission; 65 IAC 4-440-2; emergency rule filed Apr 19, 2000, 8:54 a.m.: 23 IR 2257)

65 IAC 4-440-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

INSTANT GAMES

Sec. 3. Each instant ticket in instant game number 395 shall contain six (6) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. The play symbols and play symbol captions in instant game number 395 shall consist of the following possible play symbols and play symbol captions:

- (1) \$1.00
ONE
- (2) \$2.00
TWO
- (3) \$4.00
FOUR
- (4) \$8.00
EIGHT
- (5) \$20.00
TWENTY
- (6) \$40.00
FORTY
- (7) \$100
ONE HUND
- (8) \$3000
3THOU

- (9) The play symbol of a picture of a hog with the corresponding play symbol caption "WILD".

(State Lottery Commission; 65 IAC 4-440-3; emergency rule filed Apr 19, 2000, 8:54 a.m.: 23 IR 2257)

65 IAC 4-440-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of a ticket in instant game number 395 shall remove the latex material covering the six (6) play symbols and play symbol captions. If three (3) matching play symbols and play symbol captions or two (2) matching play symbols and play symbol captions and the play symbol of a picture of a hog are exposed, the holder is entitled to a prize of the matched amount. The prize amounts and number of winners in instant game number 395 are as follows:

Matched Play Symbols	Prize Amount	Approximate Number of Winners
\$1.00	\$1	463,600
\$2.00	\$2	315,400
\$4.00	\$4	140,600
\$8.00	\$8	30,400
\$20.00	\$20	15,200
\$40.00	\$40	7,695
\$100	\$100	570
\$3000	\$3,000	25

(State Lottery Commission; 65 IAC 4-440-4; emergency rule filed Apr 19, 2000, 8:54 a.m.: 23 IR 2257)

65 IAC 4-440-5 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately four million five hundred thousand (4,500,000) instant tickets initially available in

instant game number 395.

(b) The odds of winning a prize in instant game number 395 are approximately 1 in 4.68.

(c) All reorders of tickets for instant game number 395 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-440-5; emergency rule filed Apr 19, 2000, 8:54 a.m.: 23 IR 2258)*

65 IAC 4-440-6 Last claim date

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The last day to claim a prize in instant game number 395 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site or may be obtained through the commission's toll free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-440-6; emergency rule filed Apr 19, 2000, 8:54 a.m.: 23 IR 2258)*

Rule 441. Instant Game 587

65 IAC 4-441-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 587, Hoosier Millionaire Doubler". *(State Lottery Commission; 65 IAC 4-441-1; emergency rule filed Dec 14, 2000, 10:17 a.m.: 24 IR 1363; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-441-2 Price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 587 shall sell for one dollar (\$1) per ticket. *(State Lottery Commission; 65 IAC 4-441-2; emergency rule filed Dec 14, 2000, 10:17 a.m.: 24 IR 1363; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-441-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 587 shall contain ten (10) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. One (1) play symbol and play symbol caption shall appear in the area labeled "YOUR NUMBER". Eight (8) play symbols and play symbol captions shall appear in the area labeled "YOUR GAME NUMBERS" and be arranged in pairs representing numbers and prize amounts. One (1) play symbol and play symbol caption shall appear in the area labeled "BONUS AREA".

(b) The play symbols and play symbol captions in instant game number 587, other than those representing prize amounts or appearing in the "BONUS ENTRY" area, shall consist of the following possible play symbols and play symbol captions:

(1) 1

ONE

(2) 2

TWO

(3) 3

- THREE
(4) 4
FOUR
(5) 5
FIVE
(6) 6
SIX
(7) 7
SEVEN
(8) 8
EIGHT
(9) 9
NINE
(10) 10
TEN
(11) 11
ELVEN
(12) 12
TWLVE
(13) 13
THIRTN
(14) 14
FORTN
(15) 15
FIFTN
(16) 16
SIXTN
(17) 17
SVNTN
(18) 18
EGHTN
(19) 19
NINTN
(20) 20
TWENTY
(21) 21
TWYONE
(22) 22
TWY TWO
(23) 23
TWYTHR
(24) 24
TWYFOR
(25) 25
TWYFIV
(26) 26
TWYSIX
(27) 27
TWYSVN
(28) 28

- TWYEGT
- (29) 29
- TWYNIN
- (30) 30
- THIRTY
- (31) \$\$
- DOUBLE

(c) The play symbols and play symbol captions representing prize amounts in instant game number 587 shall consist of the following possible play symbols and play symbol captions:

- (1) ENTRY
- ENTRY
- (2) \$1.00
- ONE
- (3) \$2.00
- TWO
- (4) \$3.00
- THREE
- (5) \$5.00
- FIVE
- (6) \$8.00
- EIGHT
- (7) \$10.00
- TEN
- (8) \$15.00
- FIFTN
- (9) \$25.00
- TWY FIVE
- (10) \$50.00
- FIFTY
- (11) \$1,000
- ONE THOU

(d) The play symbols and play symbol captions appearing in the "BONUS AREA" shall consist of the following possible play symbols and play symbol captions:

- (1) YOU ARE ON THE SHOW
- SEE TICKET BACK FOR DETAILS
- (2) STOPPER-TRY AGAIN
- SEE TICKET BACK FOR DETAILS

(State Lottery Commission; 65 IAC 4-441-3; emergency rule filed Dec 14, 2000, 10:17 a.m.: 24 IR 1363; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-441-4 How to play; winning combinations; prizes

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 4. (a) The holder of a ticket in instant game number 587 shall remove the latex material covering the ten (10) play symbols and play symbol captions. If one (1) or more of "YOUR GAME NUMBERS" match "YOUR NUMBER", the holder is entitled to the prize amount paired with the matched number. If the play symbol "\$\$" is paired with one (1) or more of "YOUR GAME NUMBERS", the holder is entitled to double the paired prize amount. If the play symbol and play symbol caption "ENTRY" is paired with one (1) or more of the matching "YOUR GAME NUMBERS", the holder is required to comply with the directions on the back of the instant ticket, sign the back of the instant ticket, and mail the instant ticket to Hoosier Millionaire, P.O. Box 4444,

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Plainfield, IN 46165-4444. The instant ticket will then be entered into a weekly second chance drawing for participation as a contestant on the Hoosier Millionaire Game Show. If the play symbol “YOU ARE ON THE SHOW” is exposed in the “BONUS AREA”, the holder is required to take the instant ticket to the nearest commission office. The commission will contact the holder and make arrangements for participation as contestants on the Hoosier Millionaire Game Show.

(b) The matched prize play symbols, prize amounts, and number of winners in instant game number 587 are as follows:

Winning Prize Symbol	Prize Amount	Approximate Number of Winners
ENTRY	Entry into a second chance drawing for participation on the Hoosier Millionaire Game Show	277,200
1 – \$1.00	\$1	1,461,800
2 – \$1.00	\$2	756,000
1 – \$2.00	\$2	352,800
3 – \$1.00	\$3	88,200
1 – \$1.00 + \$\$ and 2 – \$1.00	\$3	63,000
1 – \$3.00	\$3	50,400
3 – \$1.00 and 1 – \$2.00	\$5	100,800
1 – \$1.00 and 1 – \$2.00 + \$\$	\$5	100,800
2 – \$1.00 and 1 – \$3.00	\$5	100,800
1 – \$5.00	\$5	50,400
2 – \$3.00 and 1 – \$2.00 + \$\$	\$10	75,600
1 – \$2.00, 1 – \$3.00, and 1 – \$5.00	\$10	12,600
1 – \$10.00	\$10	12,600
3 – \$5.00 and 1 – \$10.00	\$25	25,200
1 – \$5.00 + \$\$ and 1 – \$15.00	\$25	12,600
1 – \$25.00	\$25	12,600
2 – \$25.00	\$50	1,890
1 – \$50	\$50	1,890
1 – \$50 + \$\$	\$100	630
1 – \$1,000	\$1,000	189

YOU ARE ON
THE SHOW

31

(c) The director has established and promulgated drawing procedures governing the second chance drawings and the Hoosier Millionaire Game Show. *(State Lottery Commission; 65 IAC 4-441-4; emergency rule filed Dec 14, 2000, 10:17 a.m.: 24 IR 1364; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-441-5 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately fifteen million (15,000,000) instant tickets initially available in instant game number 587.

(b) The odds of winning a prize in instant game number 587 are approximately 1 in 4.25.

(c) All reorders of tickets for instant game number 587 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-441-5; emergency rule filed Dec 14, 2000, 10:17 a.m.: 24 IR 1365; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-441-6 Last claim date

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The last day to claim a prize in instant game number 587 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site or may be obtained through the commission's toll free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-441-6; emergency rule filed Dec 14, 2000, 10:17 a.m.: 24 IR 1365; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

Rule 442. Instant Game 687**65 IAC 4-442-1 Name**

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 687, Hoosier Millionaire". *(State Lottery Commission; 65 IAC 4-442-1; emergency rule filed Jan 11, 2001, 4:31 p.m.: 24 IR 1682; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-442-2 Price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 687 shall sell for two dollars (\$2) per ticket. *(State Lottery Commission; 65 IAC 4-442-2; emergency rule filed Jan 11, 2001, 4:31 p.m.: 24 IR 1682; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-442-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

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Sec. 3. (a) Each instant ticket in instant game number 687 shall contain eleven (11) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. The large box in the center of the instant ticket, excluding the "BONUS AREA", shall contain nine (9) play symbols and play symbol captions. One (1) play symbol and play symbol caption shall appear in the area labeled "YOUR NUMBER". Eight (8) play symbols and play symbol captions shall appear in the area labeled "YOUR GAME NUMBERS" and be arranged in pairs representing numbers and prize amounts. One (1) play symbol and play symbol caption shall appear in the section of the instant ticket labeled "BONUS AREA". One (1) play symbol and play symbol caption shall appear in the box labeled "ENTRY".

(b) The play symbols and play symbol captions in instant game number 687, other than those representing prize amounts or appearing in the "BONUS AREA" and "ENTRY" box, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THREE
- (4) 4
FOUR
- (5) 5
FIVE
- (6) 6
SIX
- (7) 7
SEVEN
- (8) 8
EIGHT
- (9) 9
NINE
- (10) 10
TEN
- (11) 11
ELVEN
- (12) 12
TWLVE
- (13) 13
THIRTN
- (14) 14
FORTN
- (15) 15
FIFTN
- (16) 16
SIXTN
- (17) 17
SVNTN
- (18) 18
EGHTN
- (19) 19
NINTN
- (20) 20
TWENTY

- (21) 21
TWYONE
- (22) 22
TWYTWO
- (23) 23
TWYTHR
- (24) 24
TWYFOR
- (25) 25
TWYFIV
- (26) 26
TWYSIX
- (27) 27
TWYSVN
- (28) 28
TWYEGT
- (29) 29
TWNIN
- (30) 30
THIRTY
- (31) \$\$
DOUBLE

(c) The play symbols and play symbol captions representing prize amounts in instant game number 687 shall consist of the following possible play symbols and play symbol captions:

- (1) SHOW
ENTRY
- (2) \$1.00
ONE
- (3) \$2.00
TWO
- (4) \$3.00
THREE
- (5) \$5.00
FIVE
- (6) \$6.00
SIX
- (7) \$10.00
TEN
- (8) \$20.00
TWENTY
- (9) \$50.00
FIFTY
- (10) \$100
ONE HUND
- (11) \$5,000
FIV THOU

(d) The play symbols and play symbol captions appearing in the "BONUS AREA" shall consist of the following possible play symbols and play symbol captions:

- (1) YOU ARE ON THE SHOW
SEE TICKET BACK FOR DETAILS

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(2) STOPPER-TRY AGAIN

SEE TICKET BACK FOR DETAILS

(e) The play symbols and play symbol captions appearing in the "ENTRY" box shall consist of the following possible play symbols and play symbol captions:

(1) TRY

AGAIN

(2) AT HOME

ENTRY

(State Lottery Commission; 65 IAC 4-442-3; emergency rule filed Jan 11, 2001, 4:31 p.m.; 24 IR 1682; readopted filed Nov 30, 2001, 11:02 a.m.; 25 IR 1268)

65 IAC 4-442-4 How to play; winning combinations; prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The holder of a ticket in instant game number 687 shall remove the latex material covering the eleven (11) play symbols and play symbol captions.

(b) If, in the large box in the center of the instant ticket, one (1) or more of "YOUR GAME NUMBERS" match "YOUR NUMBER", the holder is entitled to the prize amount paired with the matched number. If the play symbol "\$\$" is paired with one (1) or more of "YOUR GAME NUMBERS", the holder is entitled to double the paired prize amount. If the play symbol "SHOW" and the play symbol caption "ENTRY" are paired with one (1) or more of the matching "YOUR GAME NUMBERS", the holder is required to comply with the directions on the back of the instant ticket, complete the back of the instant ticket, and mail the instant ticket to Hoosier Millionaire, P.O. Box 4444, Plainfield, IN 46168-4444. The instant ticket will then be entered into a weekly second chance drawing for participation as a contestant on the Hoosier Millionaire Game Show.

(c) If the play symbol "YOU ARE ON THE SHOW" is exposed in the "BONUS AREA", the holder is required to take the instant ticket to the nearest commission office. The commission will contact the holder and make arrangements for participation as a contestant on the Hoosier Millionaire Game Show.

(d) If the play symbol "AT HOME PLAY" is exposed in the "ENTRY" box, the holder is required to comply with the directions on the back of the instant ticket and mail the instant ticket to "PLAY AT HOME", P.O. Box 6204, Indianapolis, IN 46206. The instant ticket will then be entered into a weekly second chance drawing to be paired with a contestant on the Hoosier Millionaire Game Show and may win a prize of up to one thousand dollars (\$1,000).

(e) Prizes shall be available to holders of winning tickets in instant game number 687 in accordance with the following:

Winning Prize Symbol	Prize Amount	Approximate Number of Winners
SHOW	Entry into a second chance drawing for participation on the Hoosier Millionaire Game Show	187,500
AT HOME PLAY	Entry into a second chance drawing to be paired with a contestant on the Hoosier Millionaire Game Show	3,000,000
2 - \$1.00	\$2	900,000
1 - \$2.00	\$2	600,000
3 - \$1.00	\$3	300,000

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1 - \$1.00 + \$\$ and 1 - \$1.00	\$3	225,000
1 - \$3.00	\$3	225,000
2 - \$1.00 and 2 - \$2.00	\$6	225,000
2 - \$1.00 and 1 - \$2.00 + \$\$	\$6	150,000
1 - \$6.00	\$6	75,000
2 - \$1.00, 1 - \$2.00, and 1 - \$6.00	\$10	75,000
2 - \$2.00 and 1 - \$3.00 + \$\$	\$10	75,000
1 - \$1.00, 1 - \$3.00, and 1 - \$6.00	\$10	75,000
1 - \$10.00	\$10	75,000
4 - \$5.00	\$20	37,500
2 - \$5.00 and 1 - \$10.00	\$20	37,500
1 - \$5.00 + \$\$ and 1 - \$10.00	\$20	37,500
1 - \$20.00	\$20	37,500
1 - \$10.00, 1 - \$10.00 + \$\$, and 1 - \$20.00	\$50	36,250
1 - \$50.00	\$50	25,000
1 - \$100	\$100	5,500
1 - \$5,000	\$5,000	50
YOU ARE ON THE SHOW		31

(f) The director has established and promulgated drawing procedures governing the second chance drawings and the Hoosier Millionaire Game Show. *(State Lottery Commission; 65 IAC 4-442-4; emergency rule filed Jan 11, 2001, 4:31 p.m.: 24 IR 1683; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-442-5 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately fifteen million (15,000,000) instant tickets initially available in instant game number 687.

(b) The odds of winning a prize in instant game number 687 are approximately 1 in 2.34.

(c) All reorders of tickets for instant game number 687 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-442-5; emergency rule filed Jan 11, 2001, 4:31 p.m.: 24 IR 1684; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-442-6 Last claim date

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The last day to claim a prize in instant game number 687 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site at www.hoosierlottery.com [sic., www.hoosierlottery.com] or may be obtained through the commission's toll free customer service number or from any instant ticket retailer. (State Lottery Commission; 65 IAC 4-442-6; emergency rule filed Jan 11, 2001, 4:31 p.m.: 24 IR 1684; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

Rule 443. Instant Game 504**65 IAC 4-443-1 Name**

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 504, Bonus Crossword". (State Lottery Commission; 65 IAC 4-443-1; emergency rule filed Jan 11, 2001, 4:29 p.m.: 24 IR 1681; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-443-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 504 shall sell for two dollars (\$2) per ticket. (State Lottery Commission; 65 IAC 4-443-2; emergency rule filed Jan 11, 2001, 4:29 p.m.: 24 IR 1681; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-443-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 504 shall contain nineteen (19) play symbols in the game play data area all concealed under a large spot of latex material. A large box in the center of each ticket shall contain a crossword grid filled in with a random array of alphabetic letters. A chart labeled "PRIZE KEY" shall appear to the left of the crossword grid and shall contain a table setting forth prize requirements and amounts. A box labeled "YOUR 18 LETTERS" shall appear on the left side of the instant ticket above the crossword grid and shall contain eighteen (18) play symbols representing alphabetic letters. A box labeled "BONUS WORD" shall appear to the right of the "YOUR 18 LETTERS" box and contain a word of two (2) or more letters and a play symbol and play symbol caption representing a prize amount.

(b) The possible play symbols appearing in the box labeled "YOUR 18 LETTERS" shall be randomly selected from the twenty-six (26) letters of the English alphabet. Each such letter shall be expressed as a capital letter.

(c) The play symbols and play symbol captions representing prize amounts in instant game number 504 shall consist of the following possible play symbols and play symbol captions:

(1) \$3.00

THREE

(2) \$5.00

FIVE

(3) \$10.00

TEN

(State Lottery Commission; 65 IAC 4-443-3; emergency rule filed Jan 11, 2001, 4:29 p.m.: 24 IR 1681; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-443-4 How to play; determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The holder of a ticket in instant game number 504 shall remove the latex material covering the eighteen (18) play symbols in the "YOUR 18 LETTERS" box and the play symbol and play symbol caption in the "BONUS WORD" box. The holder must then remove the latex material from all matching letters on the crossword grid and determine whether the newly exposed letters form words. If at least three (3) words are formed from the newly exposed letters, the holder is entitled to the prize identified on the "PRIZE KEY" chart.

(b) In instant game number 504, letters combined to form words on the crossword grid must appear in an unbroken horizontal or vertical sequence. For purposes of this rule, a word must contain at least two (2) letters. Words cannot be formed by linking letters diagonally or reading right to left or bottom to top.

(c) If four (4) or more words are formed, the holder is entitled only to the highest prize identified on the "PRIZE KEY" chart. Prizes are not cumulative.

(d) Prizes shall be available to holders of winning tickets in instant game number 504 in accordance with the following:

Number of Words	Prize Amount	Approximate Number of Winners
3 words	\$2	1,102,500
Bonus Word	\$3	270,000
4 words	\$4	172,500
Bonus Word	\$5	105,000
5 words	\$10	37,500
Bonus Word	\$10	37,500
6 words	\$20	22,500
7 words	\$40	16,500
8 words	\$80	9,400
9 words	\$1,000	398
10 words	\$10,000	20

(State Lottery Commission; 65 IAC 4-443-4; emergency rule filed Jan 11, 2001, 4:29 p.m.: 24 IR 1681; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-443-5 Number of tickets; odds of winning; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately six million (6,000,000) instant tickets initially available in instant game number 504.

(b) The odds of winning a prize in instant game number 504 are approximately 1 in 3.38.

(c) All reorders of tickets for instant game number 504 shall have the same:

- (1) prize structure;
- (2) number of prizes per prize pool of two hundred forty thousand (240,000); and
- (3) odds;

as contained in the initial order. (State Lottery Commission; 65 IAC 4-443-5; emergency rule filed Jan 11, 2001, 4:29 p.m.: 24 IR 1681; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-443-6 Last claim date

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The last day to claim a prize in instant game number 504 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll free

customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-443-6; emergency rule filed Jan 11, 2001, 4:29 p.m.: 24 IR 1682; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

Rule 444. Instant Game 499

65 IAC 4-444-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 499, Casino Royale". *(State Lottery Commission; 65 IAC 4-444-1; emergency rule filed Jan 11, 2001, 4:25 p.m.: 24 IR 1676; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-444-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 499 shall sell for seven dollars (\$) per ticket. *(State Lottery Commission; 65 IAC 4-444-2; emergency rule filed Jan 11, 2001, 4:25 p.m.: 24 IR 1676; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-444-3 Instant ticket layout

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 499 shall contain forty-nine (49) play symbols and play symbol captions arranged among four (4) separate and independent games and one (1) bonus area each concealed under a spot of latex material.

(b) The box in the upper right portion of each instant ticket shall be labeled "GAME 1" and shall contain nine (9) play symbols and play symbol captions. One (1) play symbol and play symbol caption representing a number shall appear in the center of the box in the area labeled "YOUR NUMBER". Four (4) pairs of play symbols and play symbol captions representing numbers and prize amounts shall each be labeled "WHEEL #" and be arranged in a circle around "YOUR NUMBER".

(c) The box in the middle left portion of each instant ticket shall be labeled "GAME 2" and shall contain twenty (20) play symbols and play symbol captions arranged in a matrix of four (4) rows and five (5) columns. The play symbols and play symbol captions shall represent playing cards and prize amounts. The rows shall be labeled "HAND 1", "HAND 2", "HAND 3", and "HAND 4", respectively. The first two (2) columns shall be jointly labeled "YOURS", the next two (2) columns shall be jointly labeled "DEALER'S", and the last column shall be labeled "PRIZE".

(d) The box immediately below "GAME 2" shall be labeled "GAME 3" and shall contain six (6) play symbols and play symbol captions representing playing cards and prize amounts arranged in a single row. The first four (4) play symbols and play symbol captions shall be jointly labeled "YOUR CARDS", the fifth play symbol and play symbol caption shall be labeled "PRIZE", and the sixth play symbol and play symbol caption shall be labeled "DEALER'S".

(e) The box at the bottom of each instant ticket shall be labeled "GAME 4" and shall contain twelve (12) play symbols and play symbol captions arranged in four (4) separate rows of three (3) play symbols and play symbol captions. The rows shall be labeled "GAME 1", "GAME 2", "GAME 3", and "GAME 4", respectively, with a legend identifying winning combinations and prize amounts separating the first two (2) rows from the second two (2) rows.

(f) The small box at the upper left side of each instant ticket shall be labeled "BONUS" and contain two (2) play symbols and play symbol captions representing playing cards. *(State Lottery Commission; 65 IAC 4-444-3; emergency rule filed Jan 11, 2001, 4:25 p.m.: 24 IR 1676; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

65 IAC 4-444-4 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

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Sec. 4. (a) The play symbols and play symbol captions representing prize amounts shall consist of the following possible play symbols and play symbol captions:

- (1) \$1.00
ONE
- (2) \$2.00
TWO
- (3) \$5.00
FIVE
- (4) \$7.00
SEVEN
- (5) \$10.00
TEN
- (6) \$14.00
FOURTEEN
- (7) \$20.00
TWENTY
- (8) \$40.00
FORTY
- (9) \$100
ONE HUN
- (10) \$700
SVN HUN
- (11) \$1,000
ONE THOU
- (12) \$70,000
SVT THOU

(b) The play symbols and play symbol captions appearing in “GAME 1”, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THR
- (4) 4
FOR
- (5) 5
FIV
- (6) 6
SIX
- (7) 7
SVN
- (8) 8
EGT
- (9) 9
NIN

(c) The play symbols and play symbol captions appearing in “GAME 2”, “GAME 3”, and the “BONUS” box, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) A playing card with the number 2
TWO

- (2) A playing card with the number 3
THR
- (3) A playing card with the number 4
FOR
- (4) A playing card with the number 5
FIV
- (5) A playing card with the number 6
SIX
- (6) A playing card with the number 7
SVN
- (7) A playing card with the number 8
EGT
- (8) A playing card with the number 9
NIN
- (9) A playing card with the number 10
TEN
- (10) A playing card with a picture of a jack
JCK
- (11) A playing card with a picture of a queen
QUN
- (12) A playing card with a picture of a king
KNG
- (13) A playing card with the letter "A"
ACE

(d) The play symbols and play symbol captions appearing in "GAME 4" shall consist of the following possible play symbols and play symbol captions:

- (1) A picture of a horseshoe
SHOE
- (2) A picture of a dollar sign
DOLR
- (3) A picture of a bunch of cherries
CHRY
- (4) A picture of a star
STAR
- (5) A picture of a bell
BELL
- (6) A picture of a bunch of grapes
GRPE
- (7) 7
SEVN

(State Lottery Commission; 65 IAC 4-444-4; emergency rule filed Jan 11, 2001, 4:25 p.m.: 24 IR 1676; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-444-5 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 5. (a) The holder of a ticket in instant game number 499 shall remove the latex material covering the forty-nine (49) play symbols and play symbol captions.

(b) If, in "GAME 1", one (1) or more of the "WHEEL #" play symbols matches the "YOUR NUMBER" play symbol, the

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holder is entitled to the prize amount paired with the matched number.

(c) If, in "GAME 2", the card total in one (1) or more of "YOUR HANDS" is higher than the card total in the "DEALER'S HANDS" in the same row, the holder is entitled to the prize exposed for that row. When determining the card totals, each number card shall have its face value; kings, queens, and jacks shall have a value of ten (10); and aces shall have a value of eleven (11).

(d) If, in "GAME 3", any of the four (4) play symbols in the "YOUR NUMBERS" area is higher than the "DEALER'S" play symbol, the holder is entitled to a prize in the amount set forth in the "PRIZE" area.

(e) If, in "GAME 4", three (3) matching play symbols and play symbol captions are exposed in one (1) or more rows, the holder is entitled to the prize(s) identified on the legend.

(f) If, in the "BONUS" box, two (2) matching play symbols and play symbol captions are exposed, the holder is automatically entitled a prize of twenty dollars (\$20). (*State Lottery Commission; 65 IAC 4-444-5; emergency rule filed Jan 11, 2001, 4:25 p.m.: 24 IR 1677; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-444-6 Number of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. Prizes shall be available to holders of winning instant tickets in instant game number 499 in accordance with the following:

Number of Winning Plays and Prize Amount Play Symbols	Prize Amount	Approximate Number of Winners
1 - \$2.00 + 1 - \$5.00	\$7	81,600
3 - \$2.00 + 1 - \$1.00	\$7	61,200
1 - \$7.00	\$7	20,400
6 - \$1.00 + 2 - \$2.00	\$10	81,600
5 - \$2.00	\$10	81,600
1 - \$10.00	\$10	40,800
2 - \$7.00	\$14	40,800
14 - \$1.00	\$14	20,400
2 - \$2.00 + 2 - \$5.00	\$14	20,400
10 - \$2.00	\$20	10,200
4 - \$5.00	\$20	10,200
2 - \$5.00 + 1 - \$10.00	\$20	10,200
1 - \$20.00	\$20	10,200
1 - \$20.00 (BONUS)	\$20	10,200
2 - \$20.00	\$40	5,950
1 - \$5.00 + 5 - \$7.00	\$40	5,950
2 - \$10.00 + 1 - \$20.00 (BONUS)	\$40	5,950
1 - \$40.00	\$40	5,950
10 - \$7.00	\$70	6,800
5 - \$14.00	\$70	6,800
2 - \$20.00 + 1 - \$20.00 (BONUS) + 1 - \$10.00	\$70	3,400
1 - \$2.00 + 4 - \$7.00 + 4 - \$10.00	\$70	3,400
10 - \$40.00 + 3 - \$100	\$700	510
7 - \$100	\$700	510
1 - \$700	\$700	510
10 - \$100	\$1,000	10

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1 - \$1,000	\$1,000	10
7 - \$1,000	\$7,000	8
1 - \$70,000	\$70,000	3

(State Lottery Commission; 65 IAC 4-444-6; emergency rule filed Jan 11, 2001, 4:25 p.m.: 24 IR 1678; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-444-7 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) There shall be approximately two million (2,000,000) instant tickets initially available in instant game number 499.

(b) The odds of winning a prize in instant game number 499 are approximately 1 in 3.74.

(c) All reorders of tickets for instant game number 499 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred twenty thousand (120,000) [sic.]; and

(3) odds;

as contained in the initial order. (State Lottery Commission; 65 IAC 4-444-7; emergency rule filed Jan 11, 2001, 4:25 p.m.: 24 IR 1678; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-444-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. The last day to claim a prize in instant game number 499 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll free customer service number or from any instant ticket retailer. (State Lottery Commission; 65 IAC 4-444-8; emergency rule filed Jan 11, 2001, 4:25 p.m.: 24 IR 1678; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

Rule 445. Instant Game 537

65 IAC 4-445-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 537, Caesars Palace". (State Lottery Commission; 65 IAC 4-445-1; emergency rule filed Jul 11, 2001, 4:20 p.m.: 24 IR 4001)

65 IAC 4-445-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 537 shall sell for seven dollars (\$7) per ticket. (State Lottery Commission; 65 IAC 4-445-2; emergency rule filed Jul 11, 2001, 4:20 p.m.: 24 IR 4001)

65 IAC 4-445-3 Instant ticket layout

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 537 shall contain forty-seven (47) play symbols and play symbol captions arranged among four (4) separate and independent games each concealed under a spot of latex material.

(b) The game play data area labeled "GAME 1" shall contain sixteen (16) play symbols and play symbol captions. One (1) play symbol and play symbol caption representing a number shall appear in the small box labeled "DEALER'S HAND". The remaining play symbols and play symbol captions shall be arranged in five (5) groups of three (3) representing two (2) playing cards and one (1) prize amount. The groups shall be labeled "HAND 1", "HAND 2", "HAND 3", "HAND 4", and "HAND 5", respectively, from left to right.

(c) The game play data area labeled "GAME 2" shall contain sixteen (16) play symbols and play symbol captions arranged in a matrix of four (4) rows and four (4) columns. The rows shall be labeled "PULL 1", "PULL 2", "PULL 3", and "PULL 4", respectively. The first three (3) columns shall contain play symbols and play symbol captions representing pictures of various objects. The last column shall contain play symbols and play symbol captions representing prize amounts.

(d) The game play data area labeled "GAME 3" shall contain fourteen (14) play symbols and play symbol captions representing numbered coins and prize amounts. Two (2) play symbols and play symbol captions representing numbered coins shall appear in the box labeled "LUCKY COINS". The twelve (12) remaining play symbols and play symbol captions shall appear in the box labeled "YOUR COINS" and be arranged in pairs representing numbered coins and prize amounts.

(e) The game play data area labeled "GAME 4" shall contain one (1) play symbol and play symbol caption representing a number or a picture of an object. (*State Lottery Commission; 65 IAC 4-445-3; emergency rule filed Jul 11, 2001, 4:20 p.m.: 24 IR 4001*)

65 IAC 4-445-4 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The play symbols and play symbol captions representing prize amounts in instant game number 537 shall consist of the following possible play symbols and play symbol captions:

- (1) \$2.00
TWO
- (2) \$4.00
FOUR
- (3) \$5.00
FIVE
- (4) \$7.00
SEVEN
- (5) \$10.00
TEN
- (6) \$20.00
TWENTY
- (7) \$25.00
TWY FIVE
- (8) \$40.00
FORTY
- (9) \$50.00
FIFTY
- (10) \$70.00
SEVENTY
- (11) \$100
ONE HUN
- (12) \$200
TWO HUN
- (13) \$250
TWO FTY HUN
- (14) \$300

THR HUN

(15) \$500

FIVE HUN

(16) \$1,000

ONE THOU

(17) \$70,000

SVT THOU

(b) The play symbols and play symbol captions appearing in the “GAME 1”, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

(1) With respect to those appearing in the “DEALER’S HAND” box:

(A) 17

SVTN

(B) 18

EGTN

(C) 19

NITN

(D) 20

TWTY

(E) BUST

BUST

(2) With respect to those appearing in “HAND 1”, “HAND 2”, “HAND 3”, “HAND 4”, and “HAND 5”:

(A) A playing card with the number 2

TWO

(B) A playing card with the number 3

THR

(C) A playing card with the number 4

FOR

(D) A playing card with the number 5

FIV

(E) A playing card with the number 6

SIX

(F) A playing card with the number 7

SVN

(G) A playing card with the number 8

EGT

(H) A playing card with the number 9

NIN

(I) A playing card with the number 10

TEN

(J) A playing card with a picture of a jack

JCK

(K) A playing card with a picture of a queen

QUN

(L) A playing card with a picture of a king

KNG

(M) A playing card with the letter “A”

ACE

(c) The play symbols and play symbol captions appearing in the “GAME 2”, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

(1) A picture of a seven

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SVN

- (2) A picture of a bell

BELL

- (3) A picture of a star

STAR

- (4) A picture of a bunch of cherries

CHERY

- (5) A picture of a dollar sign

MONEY

- (6) A picture of an apple

APPLE

- (7) A picture of a horseshoe

SHOE

- (8) A picture of a bar of gold

BAR

- (9) A picture of a bunch of grapes

GRAPE

- (10) A picture of a lemon

LEMON

- (11) A picture of a banana

BNANA

- (12) A picture of a plum

PLUM

- (13) A picture of a pot of gold

DBLE

(d) The play symbols and play symbol captions appearing in the "GAME 3", other than those representing prize amounts, shall consist of pictures representing a laurel leaf or coins containing the following numbers:

- (1) 1

ONE

- (2) 2

TWO

- (3) 3

THR

- (4) 4

FOR

- (5) 5

FIV

- (6) 6

SIX

- (7) 7

SVN

- (8) 8

EGT

- (9) 9

NIN

- (10) 10

TEN

- (11) 11

ELV

- (12) 12

TWL

(13) A picture of a laurel leaf

AUTO

(e) The play symbols and play symbol captions appearing in the “GAME 4” shall consist of the following possible play symbols and play symbol captions:

(1) A picture of an apple

APPLE

(2) A picture of a lemon

LEMON

(3) A picture of a seven

SVN

(4) A picture of a bell

BELL

(5) A picture of a star

STAR

(6) A picture of a Roman coin displaying a Caesar’s profile

VEGAS

(State Lottery Commission; 65 IAC 4-445-4; emergency rule filed Jul 11, 2001, 4:20 p.m.: 24 IR 4001)

65 IAC 4-445-5 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) The holder of a ticket in instant game number 537 shall remove the latex material covering the forty-seven (47) play symbols and play symbol captions. A holder can win up to sixteen (16) times on an instant ticket in instant game number 537.

(b) In “GAME 1”, add the numerical values of the play symbols representing playing cards in “HAND 1”, “HAND 2”, “HAND 3”, “HAND 4”, and “HAND 5”. Play symbols have the value designated on the face of the playing card except that those representing kings, queens, and jacks shall have a value of ten (10) and those representing aces shall have a value of eleven (11). If one (1) or more of the resulting totals is higher than the play symbol and play symbol caption in the “DEALER’S HAND”, the holder is entitled to the prize exposed with that hand. If one (1) or more of the resulting totals is equal to twenty-one (21), the holder is entitled to double the prize exposed with that hand. If the play symbol and play symbol caption “BUST” are exposed in the “DEALER’S HAND”, the holder is entitled to all of the exposed prizes.

(c) In “GAME 2”, if three (3) matching play symbols and play symbol captions are exposed in one (1) or more rows, the holder is entitled to the corresponding prize. If three (3) play symbols with pictures of a pot of gold are exposed in one (1) or more rows, the holder is entitled to double the corresponding prize.

(d) In “GAME 3”, if one (1) or more of the play symbols and play symbol captions in the “YOUR COINS” box match either of the play symbols and play symbol captions in the “LUCKY COINS”, the holder is entitled to the paired prize amount. If the play symbol of a picture of a laurel leaf is exposed in the “YOUR COINS” box, the holder is automatically entitled to the paired prize amount.

(e) In “GAME 4”, if the play symbol of a picture of a Roman coin containing a Caesar’s profile is exposed, the holder is entitled to a trip to Las Vegas for two (2) adults which includes roundtrip, coach airfare, deluxe double occupancy room at Caesars Palace® Hotel for four (4) days and three (3) nights, ground transfer between Las Vegas airport and the hotel, and three hundred dollars (\$300) spending money (which will be made available at the hotel). Details for trip arrangements shall be made available at the time the trip is claimed. There is no cash option for this prize. *(State Lottery Commission; 65 IAC 4-445-5; emergency rule filed Jul 11, 2001, 4:20 p.m.: 24 IR 4003)*

65 IAC 4-445-6 Prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

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Sec. 6. The prize amounts and number of winners in instant game number 537 are as follows:

Winning Game & Number and Amounts of Play Symbols	Prize Amount	Approximate Number of Winners
G1* – 1 – \$7.00	\$7	93,600
G2** – 1 – \$7.00	\$7	62,400
G3*** – 1 – \$7.00	\$7	62,400
G1 – 5 – \$2.00	\$10	31,200
G2 – 4 – \$2.00 + G3 – 1 – \$2.00	\$10	31,200
G3 – 5 – \$2.00	\$10	15,600
G1 – 1 – \$5.00 and double + G2 – 1 – \$4.00	\$14	15,600
G2 – 1 – \$5.00 and double + G3 – 1 – \$4.00	\$14	7,800
G3 – 7 – \$2.00	\$14	7,800
G1 – 4 – \$5.00 (BUST)	\$20	15,600
G2 – 4 – \$5.00	\$20	7,800
G3 – 4 – \$5.00	\$20	7,800
G1 – 1 – \$20.00	\$20	7,800
G2 – 4 – \$10.00	\$40	3,250
G1 – 1 – \$5.00 and double + 3 – \$10.00	\$40	3,250
G3 – 6 – \$5.00 + G2 – 1 – \$10.00	\$40	3,250
G2 – 1 – \$40.00	\$40	3,250
G1 – 7 – \$5.00 (BUST) + G2 – 1 – \$5.00 + G3 – 6 – \$5.00	\$70	10,400
G2 – 3 – \$10.00 and double + 1 – \$10.00	\$70	10,400
G1 – 5 – \$10.00 + G3 – 1 – \$20.00	\$70	10,400
G3 – 1 – \$70.00	\$70	10,400
G1 – 5 – \$50.00 + G2 – 4 – \$50.00 + G3 – 2 – \$25.00 + 4 – \$50.00	\$700	10
G1 – 5 – \$100 (BUST) + 1 – G2 – \$50.00 and double + G3 – 2 – \$50.00	\$700	10
G1 – 1 – \$100 and double + G2 – 4 – \$50.00 and double + G3 – 1 – \$100	\$700	10
G1 or G2 or G3 – 1 – \$1,000	\$1,000	5

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G1 – 3 – \$1,000 + G2 – 2 – \$1,000 + G3 – 2 – \$1,000	\$7,000	4
G1 – 5 – \$500 + 4 + G2 \$250 and double + G3 – 5 – \$300 + 1 – \$1,000	\$7,000	4
G4**** – Roman coin	Las Vegas trip valued at \$2,389	250
G1 or G2 or G3 – 1 – \$70,000	\$70,000	3
* G1 – “GAME 1”		
** G2 – “GAME 2”		
*** G3 – “GAME 3”		
**** G4 – “GAME 4”		

(State Lottery Commission; 65 IAC 4-445-6; emergency rule filed Jul 11, 2001, 4:20 p.m.: 24 IR 4003)

65 IAC 4-445-7 Bonus prize

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. Holders of nonwinning instant game number 537 ticket are eligible to receive a deluxe, double occupancy room at the Caesars Palace® Hotel affiliated with the Caesars® Indiana riverboat casino for a discounted rate of forty-nine dollars (\$49) per night. The discount shall be available for a maximum of two (2) consecutive nights between Sunday and Thursday of each week commencing on August 16, 2001, through February 28, 2002, based on availability and subject to certain blackout dates. Advance reservations are required and may be secured by calling 1-866-766-2671, a toll free number, and identifying that the reservations are in accordance with the Indiana Hoosier Lottery offer. The holder must present the nonwinning instant ticket when checking into the hotel in order for the discount to be applied. The discount is only available to persons who are at least twenty-one (21) years of age and valid identification must be provided. Caesars Palace® and the commission reserve the right to change or cancel this discount offer without notice. *(State Lottery Commission; 65 IAC 4-445-7; emergency rule filed Jul 11, 2001, 4:20 p.m.: 24 IR 4004)*

65 IAC 4-445-8 Number of ticket; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. (a) There shall be approximately one million five hundred thousand (1,500,000) instant tickets initially available in instant game number 537.

(b) The odds of winning a prize in instant game number 537 are approximately 1 in 3.70.

(c) All reorders of tickets for instant game number 537 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-445-8; emergency rule filed Jul 11, 2001, 4:20 p.m.: 24 IR 4004)*

65 IAC 4-445-9 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 9. Players will have up to sixty (60) days from the end of instant game 537 within which to claim their prizes. The last day to claim a prize in instant game number 499 [*sic.*, 537] is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll free customer service number or from any instant ticket retailer. (*State Lottery Commission; 65 IAC 4-445-9; emergency rule filed Jul 11, 2001, 4:20 p.m.: 24 IR 4004*)

Rule 446. Instant Game 199

65 IAC 4-446-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 199, SCRATCH! SPIN!! WIN!!!". (*State Lottery Commission; 65 IAC 4-446-1; emergency rule filed Aug 7, 2001, 1:32 p.m.: 24 IR 4009; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-446-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 199 shall sell for one dollar (\$1) per ticket. (*State Lottery Commission; 65 IAC 4-446-2; emergency rule filed Aug 7, 2001, 1:32 p.m.: 24 IR 4009; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-446-3 Promotional tickets

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 3. Instant tickets in instant game number 199 are promotional in nature and may be redeemed only at the commission authorized promotional events at which they were purchased. (*State Lottery Commission; 65 IAC 4-446-3; emergency rule filed Aug 7, 2001, 1:32 p.m.: 24 IR 4010; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268*)

65 IAC 4-446-4 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 4. Each instant ticket in instant game number 199 shall contain six (6) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. The play symbols and play symbol captions in instant game number 199 shall consist of the following possible play symbols and play symbol captions:

- (1) PRIZE
PRIZE
- (2) SPIN
SPIN
- (3) FREE
TICKET
- (4) \$2.00
TWO

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- (5) \$5.00
FIVE
- (6) \$20.00
TWENTY
- (7) \$50.00
FIFTY
- (8) \$100
ONE HUND

(State Lottery Commission; 65 IAC 4-446-4; emergency rule filed Aug 7, 2001, 1:32 p.m.: 24 IR 4010; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-446-5 How to play; prizes; number of winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. The holder of an instant ticket in instant game number 199 shall remove the latex material covering the six (6) play symbols and play symbol captions. If three (3) matching play symbols and play symbol captions representing prize amounts are exposed, the holder is entitled to a prize of the matched amount. If three (3) matching play symbols and play symbol captions of "SPIN" are exposed, the holder is entitled to one (1) spin on the promotional wheel for a promotional prize. If three (3) matching play symbols and play symbol captions of "PRIZE" are exposed, the holder is entitled to one (1) promotional prize selected by the commission. If three (3) matching play symbols and play symbol captions of "FREE" and "TICKET", respectively, are exposed, the holder is entitled to one (1) free instant ticket in instant game number 199. The prize amounts and number of winners in instant game number 199 are as follows:

Play Symbols	Prize Amount	Approximate Number of Winners
3 matches of PRIZE	1 promotional prize	57,600
3 matches of SPIN	1 spin on the promotional wheel	252,000
3 matches of TICKET	1 free instant ticket in instant game number 199	288,000
3 matches of \$2.00	\$2	115,200
3 matches of \$5.00	\$5	36,000
3 matches of \$20.00	\$20	16,200
3 matches of \$50.00	\$50	3,600
3 matches of \$100	\$100	792

(State Lottery Commission; 65 IAC 4-446-5; emergency rule filed Aug 7, 2001, 1:32 p.m.: 24 IR 4010; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)

65 IAC 4-446-6 Number of tickets; odds of winning; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

- Sec. 6. (a) There shall be approximately two million (2,000,000) instant tickets initially available in instant game number 199.
- (b) The odds of winning a prize in instant game number 199 are approximately 1 in 2.81.

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(c) All reorders of tickets for instant game number 199 shall have the same:

- (1) prize structure;
- (2) number of prizes per prize pool of two hundred forty thousand (240,000); and
- (3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-446-6; emergency rule filed Aug 7, 2001, 1:32 p.m.: 24 IR 4010; readopted filed Nov 30, 2001, 11:02 a.m.: 25 IR 1268)*

Rule 447. Instant Game 548

65 IAC 4-447-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 548, Blueline Bingo". *(State Lottery Commission; 65 IAC 4-447-1; emergency rule filed Sep 4, 2001, 10:03 a.m.: 25 IR 109)*

65 IAC 4-447-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets for instant game number 548 shall sell for two dollars (\$2) per ticket. *(State Lottery Commission; 65 IAC 4-447-2; emergency rule filed Sep 4, 2001, 10:03 a.m.: 25 IR 109)*

65 IAC 4-447-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Instant tickets for instant game number 548 shall have two (2) separate and independent game play data areas. The game play data area located on the left side of each instant ticket shall be labeled "CALLER'S CARD" and shall have twenty-four (24) play symbols arranged in a matrix of eight (8) rows and three (3) columns. In addition, three (3) additional play symbols shall appear in the area of the "CALLER'S CARD" labeled "BONUS". The game play data area on the right side of each instant ticket shall have four (4) separate games labeled "CARD 1", "CARD 2", "CARD 3", and "CARD 4", respectively. Each card shall each have twenty-five (25) play symbols arranged in a matrix of five (5) rows and five (5) columns. The columns on each card shall be labeled B, I, N, G, and O, respectively.

(b) The play symbols for "CARD 1", "CARD 2", "CARD 3", and "CARD 4" shall consist of the following possible play symbols:

SYMBOL	SYMBOL	SYMBOL	SYMBOL	SYMBOL
1	16	31	46	61
2	17	32	47	62
3	18	33	48	63
4	19	34	49	64
5	20	35	50	65
6	21	36	51	66
7	22	37	52	67
8	23	38	53	68
9	24	39	54	69
10	25	40	55	70
11	26	41	56	71
12	27	42	57	72

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13	28	43	58	73
14	29	44	59	74
15	30	45	60	75

FREE

(c) The play symbols for “CALLER’S CARD” shall consist of the following possible play symbols:

SYMBOL SYMBOL SYMBOL SYMBOL SYMBOL

B1	I16	N31	G46	O61
B2	I17	N32	G47	O62
B3	I18	N33	G48	O63
B4	I19	N34	G49	O64
B5	I20	N35	G50	O65
B6	I21	N36	G51	O66
B7	I22	N37	G52	O67
B8	I23	N38	G53	O68
B9	I24	N39	G54	O69
B10	I25	N40	G55	O70
B11	I26	N41	G56	O71
B12	I27	N42	G57	O72
B13	I28	N43	G58	O73
B14	I29	N44	G59	O74
B15	I30	N45	G60	O75

(State Lottery Commission; 65 IAC 4-447-3; emergency rule filed Sep 4, 2001, 10:03 a.m.: 25 IR 109)

65 IAC 4-447-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of an instant ticket for instant game 548 must remove the latex material covering the play symbols and play symbol captions in the game play data areas. *(State Lottery Commission; 65 IAC 4-447-4; emergency rule filed Sep 4, 2001, 10:03 a.m.: 25 IR 110)*

65 IAC 4-447-5 “Winning play” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) For purposes of this rule, “winning play” means that the play symbols on “CARD 1”, “CARD 2”, “CARD 3”, or “CARD 4”, or a combination thereof, which match “CALLING CARD” play symbols in any of the following manners:

(1) Five (5) play symbols in a vertical, horizontal, or diagonal line.

(2) One (1) play symbol in each corner.

(3) Nine (9) play symbols arranged diagonally from corner to corner in the form of an “X”.

(b) If a blueline is exposed in a winning play under 5(a)(1) of this rule [subsection (a)(1)], the holder is automatically entitled to a prize of five dollars (\$5) in addition to the prize associated with such winning play.

(c) A valid instant ticket in instant game 548 may contain a maximum of four (4) winning plays. There shall, however, be no more than one (1) winning play in “CARD 1”, “CARD 2”, “CARD 3”, or “CARD 4”, respectively, on a single instant ticket. *(State Lottery Commission; 65 IAC 4-447-5; emergency rule filed Sep 4, 2001, 10:03 a.m.: 25 IR 110)*

65 IAC 4-447-6 Determination of prize winners

Authority: IC 4-30

Affected: IC 4-30-3-7; IC 4-30-3-9

INSTANT GAMES

Sec. 6. The holder of a valid instant ticket having a winning play as described in section 5 of this rule is entitled to a prize. The prize amounts and number of winners in instant game number 548 are as follows:

Winning Cards and Winning Plays	Prize Amount	Approximate Number of Winners
CARD 1-5(a)(1)	\$2	645,000
CARD 2-5(a)(1)	\$3	210,000
CARD 1-5(a)(1) and CARD 2-5(a)(1)	\$5	45,000
BLUELINE on CARD 1-5(a)(1)	\$7	30,000
BLUELINE on CARD 2-5(a)(1)	\$8	15,000
CARD 3-5(a)(1)	\$10	15,000
BLUELINE on CARD 3-5(a)(1)	\$15	15,000
CARD 4-5(a)(1)	\$25	15,000
BLUELINE on CARD 4-5(a)(1)	\$30	2,125
CARD 1-5(a)(1), CARD 2-5(a)(1), and CARD 4-5(a)(1)	\$30	2,125
CARD 1-5(a)(1), CARD 2-5(a)(1), CARD 3-5(a)(1), and CARD 4-5(a)(1)	\$40	1,625
CARD 2-5(a)(2)	\$50	1,625
BLUELINE on CARD 1-5(a)(1), CARD 2-5(a)(1), CARD 3-5(a)(1), and CARD 4-5(a)(1)	\$60	750
CARD 1-5(a)(3)	\$150	375
CARD 1-5(a)(2), CARD 3-5(a)(2), and CARD 4-5(a)(1)	\$200	150
CARD 2-5(a)(2) and CARD 1-5(a)(3)	\$200	150
CARD 1-5(a)(2), CARD 2-5(a)(2), CARD 3-5(a)(2), and CARD 4-5(a)(1)	\$250	50
CARD 2-5(a)(3)	\$250	50
CARD 4-5(a)(2)	\$250	50
CARD 3-5(a)(3)	\$1,000	50
CARD 4-5(a)(3)	\$10,000	15

(State Lottery Commission; 65 IAC 4-447-6; emergency rule filed Sep 4, 2001, 10:03 a.m.: 25 IR 110)

65 IAC 4-447-7 Number of tickets and odds of winning

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

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Sec. 7. (a) A total of approximately three million (3,000,000) instant tickets will be initially available for instant game number 548.

(b) The odds of winning a prize with an instant ticket in instant game number 548 are approximately 1 in 3.00.

(c) All reorders of tickets for instant game number 548 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-447-7; emergency rule filed Sep 4, 2001, 10:03 a.m.: 25 IR 111)*

65 IAC 4-447-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. The last day to claim a prize in instant game number 548 shall be sixty (60) days after the end of the game. End of game dates are available from retailers of lottery tickets, through the commission's toll free customer service number (1-800-955-6886), and on the commission's Web site at www.hoosierlottery.com. *(State Lottery Commission; 65 IAC 4-447-8; emergency rule filed Sep 4, 2001, 10:03 a.m.: 25 IR 111)*

Rule 448. Instant Game 583

65 IAC 4-448-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 583, Race Day Bingo". *(State Lottery Commission; 65 IAC 4-448-1; emergency rule filed Feb 25, 2002, 2:59 p.m.: 25 IR 2269)*

65 IAC 4-448-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets for instant game number 583 shall sell for two dollars (\$2) per ticket. *(State Lottery Commission; 65 IAC 4-448-2; emergency rule filed Feb 25, 2002, 2:59 p.m.: 25 IR 2269)*

65 IAC 4-448-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Instant tickets for instant game number 583 shall have two (2) separate and independent game play data areas. The game play data area located on the left side of each instant ticket shall be labeled "CALLER'S CARD" and shall have twenty-seven (27) play symbols arranged in a matrix of nine (9) rows and three (3) columns. Three (3) of those play symbols and play symbol captions shall appear in the area labeled "BONUS NUMBERS". The game play data area on the right side of each instant ticket shall have four (4) separate games labeled "CARD 1", "CARD 2", "CARD 3", and "CARD 4", respectively. Each card shall each contain twenty-five (25) play symbols arranged in a matrix of five (5) rows and five (5) columns. The columns on each card shall be labeled B, I, N, G, and O, respectively.

(b) The play symbols for "CARD 1", "CARD 2", "CARD 3", and "CARD 4" shall consist of the following possible play symbols:

SYMBOL	SYMBOL	SYMBOL	SYMBOL	SYMBOL
1	16	31	46	61

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2	17	32	47	62
3	18	33	48	63
4	19	34	49	64
5	20	35	50	65
6	21	36	51	66
7	22	37	52	67
8	23	38	53	68
9	24	39	54	69
10	25	40	55	70
11	26	41	56	71
12	27	42	57	72
13	28	43	58	73
14	29	44	59	74
15	30	45	60	75

FREE

(c) The play symbols for “CALLER’S CARD” shall consist of the following possible play symbols:

SYMBOL SYMBOL SYMBOL SYMBOL SYMBOL

B1	I16	N31	G46	O61
B2	I17	N32	G47	O62
B3	I18	N33	G48	O63
B4	I19	N34	G49	O64
B5	I20	N35	G50	O65
B6	I21	N36	G51	O66
B7	I22	N37	G52	O67
B8	I23	N38	G53	O68
B9	I24	N39	G54	O69
B10	I25	N40	G55	O70
B11	I26	N41	G56	O71
B12	I27	N42	G57	O72
B13	I28	N43	G58	O73
B14	I29	N44	G59	O74
B15	I30	N45	G60	O75

(State Lottery Commission; 65 IAC 4-448-3; emergency rule filed Feb 25, 2002, 2:59 p.m.: 25 IR 2269)

65 IAC 4-448-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of an instant ticket for instant game 583 must remove the latex material covering the play symbols and play symbol captions in the game play data areas. *(State Lottery Commission; 65 IAC 4-448-4; emergency rule filed Feb 25, 2002, 2:59 p.m.: 25 IR 2270)*

65 IAC 4-448-5 “Winning play” defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

INSTANT GAMES

Sec. 5. (a) For purposes of this rule, “winning play” means that the play symbols on “CARD 1”, “CARD 2”, “CARD 3”, or “CARD 4”, or a combination thereof, which match “CALLING CARD” play symbols in any of the following manners:

- (1) Five (5) play symbols in a vertical, horizontal, or diagonal line.
- (2) One (1) play symbol in each corner.
- (3) Eight (8) play symbols arranged diagonally from corner to corner in the form of an “X”.

(b) A valid instant ticket in instant game 583 may contain a maximum of four (4) winning plays. There shall, however, be no more than one (1) winning play in “CARD 1”, “CARD 2”, “CARD 3”, or “CARD 4”, respectively, on a single instant ticket. (*State Lottery Commission; 65 IAC 4-448-5; emergency rule filed Feb 25, 2002, 2:59 p.m.: 25 IR 2270*)

65 IAC 4-448-6 Determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The holder of a valid instant ticket having a winning play as described in section 5 of this rule is entitled to a prize. The winning plays, prize amounts, and number of winners in instant game number 583 are as follows:

Winning Cards and Winning Plays	Prize Amount	Approximate Number of Winners
CARD 1 – 5(a)(1)	\$2	510,000
CARD 2 – 5(a)(1)	\$3	315,000
CARD 1 – 5(a)(1) and CARD 2 – 5(a)(1)	\$5	60,000
CARD 3 – 5(a)(1)	\$10	30,000
CARD 4 – 5(a)(1)	\$25	15,000
CARD 1 – 5(a)(1), CARD 2 – 5(a)(1), and CARD 4 – 5(a)(1)	\$30	6,250
CARD 1 – 5(a)(1), CARD 2 – 5(a)(1), CARD 3 – 5(a)(1), and CARD 4 – 5(a)(1)	\$40	5,000
CARD 2 – 5(a)(2)	\$50	3,750
CARD 1 – 5(a)(3)	\$150	750
CARD 1 – 5(a)(2), CARD 3 – 5(a)(2), and CARD 4 – 5(a)(1)	\$150	125
CARD 2 – 5(a)(2) and CARD 1 – 5(a)(3)	\$200	125
CARD 1 – 5(a)(2), CARD 2 – 5(a)(2), CARD 3 – 5(a)(2), and CARD 4 – 5(a)(1)	\$200	50
CARD 4 – 5(a)(2)	\$200	50
CARD 2 – 5(a)(3)	\$250	50
CARD 3 – 5(a)(3)	\$500	25
CARD 4 – 5(a)(3)	\$15,000	12

(*State Lottery Commission; 65 IAC 4-448-6; emergency rule filed Feb 25, 2002, 2:59 p.m.: 25 IR 2270*)

65 IAC 4-448-7 Number of tickets and odds of winning

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

INSTANT GAMES

Sec. 7. (a) A total of approximately three million (3,000,000) instant tickets will be initially available for instant game number 583.

(b) The odds of winning a prize with an instant ticket in instant game number 583 are approximately 1 in 3.17.

(c) All reorders of tickets for instant game number 346 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-448-7; emergency rule filed Feb 25, 2002, 2:59 p.m.: 25 IR 2271)*

65 IAC 4-448-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. The last day to claim prizes in instant game number 583 shall be sixty (60) days after the end of the game. End of game dates are available at any retailer location, on the commission's Web site at www.hoosierlottery.com and via the commission's customer service center which can be contacted toll-free at 1-800-955-5886. *(State Lottery Commission; 65 IAC 4-448-8; emergency rule filed Feb 25, 2002, 2:59 p.m.: 25 IR 2271)*

Rule 449. (Reserved)

Rule 450. Instant Game 787

65 IAC 4-450-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 787, Hoosier Millionaire". *(State Lottery Commission; 65 IAC 4-450-1; emergency rule filed Apr 1, 2002, 2:22 p.m.: 25 IR 2531)*

65 IAC 4-450-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 787 shall sell for one dollar (\$1) per ticket. *(State Lottery Commission; 65 IAC 4-450-2; emergency rule filed Apr 1, 2002, 2:22 p.m.: 25 IR 2532)*

65 IAC 4-450-3 Instant ticket layout

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. Each instant ticket in instant game number 787 shall contain ten (10) play symbols and play symbol captions in the game play data area all concealed under a spot of latex material. One (1) play symbol and play symbol caption representing a number shall appear in the box labeled "YOUR NUMBER". Eight (8) play symbols and play symbol captions shall appear in the box labeled "YOUR GAME NUMBERS" and be arranged in pairs representing numbered coins and prize amounts. One (1) play symbol and play symbol caption shall appear in the box labeled "BONUS". *(State Lottery Commission; 65 IAC 4-450-3; emergency rule filed Apr 1, 2002, 2:22 p.m.: 25 IR 2532)*

65 IAC 4-450-4 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The play symbols and play symbol captions representing prize amounts in instant game number 787 shall consist of the following possible play symbols and play symbol captions:

- (1) ENTRY
ENTRY
- (2) \$1.00
ONE
- (3) \$2.00
TWO
- (4) \$3.00
THREE
- (5) \$4.00
FOUR
- (6) \$5.00
FIVE
- (7) \$10.00
TEN
- (8) \$500
FIVE HUN

(b) The play symbols and play symbol captions, other than those representing prize amounts or appearing in the "BONUS" box, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
ONE
- (2) 2
TWO
- (3) 3
THREE
- (4) 4
FOUR
- (5) 5
FIVE
- (6) 6
SIX
- (7) 7
SEVEN
- (8) 8
EIGHT
- (9) 9
NINE
- (10) 10
TEN
- (11) 11
ELEVEN
- (12) 12
TWELVE
- (13) 13
THIRTN

- (14) 14
FOURTN
- (15) 15
FIFTN
- (16) 16
SIXTN
- (17) 17
SVNTN
- (18) 18
EGHTN
- (19) 19
NINTN
- (20) 20
TWENTY
- (21) 21
TWYONE
- (22) 22
TWY TWO
- (23) 23
TWYTHR
- (24) 24
TWYFOR
- (25) 25
TWYFIV
- (26) 26
TWYSIX
- (27) 27
TWYSVN
- (28) 28
TWYEGT
- (28) 29
TWYNIN
- (30) 30
THIRTY

(c) The play symbols and play symbol captions appearing in the “BONUS” box shall consist of the following possible play symbols and play symbol captions:

- (1) YOU ARE ONE [*sic.*, *ON*] THE SHOW
SEE TICKET BACK FOR DETAILS
- (2) STOPPER-TRY AGAIN
SEE TICKET BACK FOR DETAILS

(State Lottery Commission; 65 IAC 4-450-4; emergency rule filed Apr 1, 2002, 2:22 p.m.: 25 IR 2532)

65 IAC 4-450-5 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 5. The holder of a valid instant ticket in instant game number 787 shall remove the latex material covering the ten (10) play symbols and play symbol captions. If one (1) or more of the play symbols and play symbol captions exposed in the “YOUR GAME NUMBERS” box match the play symbol and play symbol caption exposed in the “YOUR NUMBER” box, the holder is entitled to the paired prize. If “YOU ARE ON THE SHOW” is exposed in the “BONUS” box, the holder is automatically entitled

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to be a contestant on a future installment of the Hoosier Millionaire® Game Show. (*State Lottery Commission; 65 IAC 4-450-5; emergency rule filed Apr 1, 2002, 2:22 p.m.: 25 IR 2533*)

65 IAC 4-450-6 Prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The prize amounts and number of winners in instant game number 787 are as follows:

Winning Play Symbols	Prize Amount	Approximate Number of Winners
ENTRY	Entry into drawing to be a contestant on the Hoosier Millionaire® Game Show	153,600
1 – \$1.00	\$1	537,600
2 – \$1.00	\$2	384,000
1 – \$2.00	\$2	153,600
3 – \$1.00	\$3	25,600
1 – \$1.00 + 1 – \$2.00	\$3	25,600
1 – \$3.00	\$3	25,600
4 – \$1.00	\$4	51,200
3 – \$1.00 + 1 – \$2.00	\$5	25,600
1 – \$1.00 + 2 – \$2.00	\$5	25,600
1 – \$1.00 + 1 – \$4.00	\$5	25,600
1 – \$5.00	\$5	76,800
3 – \$2.00 + 1 – \$4.00	\$10	26,600
1 – \$2.00 + 2 – \$4.00	\$10	12,800
2 – \$5.00	\$10	12,800
2 – \$5.00 + 1 – \$10.00	\$20	25,600
1 – \$500	\$500	8
YOU ARE ON THE SHOW	Automatic contestant on a future Hoosier Millionaire® Game Show	16

(*State Lottery Commission; 65 IAC 4-450-6; emergency rule filed Apr 1, 2002, 2:22 p.m.: 25 IR 2533*)

65 IAC 4-450-7 Number of tickets; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) There shall be approximately seven million six hundred thousand (7,600,000) instant tickets initially available in instant game number 787.

(b) The odds of winning a prize in instant game number 787 are approximately 1 in 4.84.

(c) All reorders of tickets for instant game number 787 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of two hundred forty thousand (240,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-450-7; emergency rule filed Apr 1, 2002, 2:22 p.m.: 25 IR 2533)*

65 IAC 4-450-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. Players will have up to sixty (60) days from the end of instant game 787 within which to claim their prizes. End of game and last day to claim dates are available from any retailer who sells lottery tickets, through the commission's customer service number, 1-800-955-6886, and on its Web site, www.hoosierlottery.com. Any prizes not claimed by that date are forfeited. *(State Lottery Commission; 65 IAC 4-450-8; emergency rule filed Apr 1, 2002, 2:22 p.m.: 25 IR 2533)*

Rule 451. Instant Game 646**65 IAC 4-451-1 Name**

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 646, Crossword". *(State Lottery Commission; 65 IAC 4-451-1; emergency rule filed Jul 29, 2002, 3:19 p.m.: 25 IR 4125)*

65 IAC 4-451-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 646 shall sell for two dollars (\$2) per ticket. *(State Lottery Commission; 65 IAC 4-451-2; emergency rule filed Jul 29, 2002, 3:19 p.m.: 25 IR 4125)*

65 IAC 4-451-3 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 646 shall contain eighteen (18) play symbols in the game play data area all concealed under a large spot of latex material. A large box on the lower left side of each ticket shall contain a crossword grid filled in with a random array of alphabetic letters. A chart labeled "PRIZE LEGEND" shall appear to the right of the crossword grid and shall contain a table setting forth prize requirements and amounts. A box labeled "YOUR LETTERS" shall appear above the crossword grid and shall contain eighteen (18) play symbols representing alphabetic letters.

(b) The possible play symbols appearing in the box labeled "YOUR LETTERS" shall be randomly selected from the twenty-six (26) letters of the English alphabet. Each such letter shall be expressed as a capital letter. *(State Lottery Commission; 65 IAC*

4-451-3; emergency rule filed Jul 29, 2002, 3:19 p.m.: 25 IR 4125)

65 IAC 4-451-4 How to play; determination of prize winners

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. (a) The holder of a ticket in instant game number 646 shall remove the latex material covering the eighteen (18) play symbols in the "YOUR LETTERS" box. The holder must then remove the latex material from all letters on the crossword grid that match those exposed in the "YOUR LETTERS" box and determine whether the newly exposed letters form words. If at least four (4) words are formed from the newly exposed letters, the holder is entitled to the prize identified on the "PRIZE LEGEND".

(b) In instant game number 646, letters combined to form words on the crossword grid must appear in an unbroken horizontal or vertical sequence. For purposes of this rule, a word must contain at least two (2) letters. Words cannot be formed by linking letters diagonally or reading right to left or bottom to top.

(c) If four (4) or more words are formed, the holder is entitled only to the highest prize identified on the "PRIZE LEGEND" chart. Prizes are not cumulative.

(d) Prizes shall be available to holders of winning tickets in instant game number 646 in accordance with the following:

Number of Words	Prize Amount	Approximate Number of Winners
4 words	\$2	450,000
5 words	\$5	240,000
6 words	\$10	75,000
7 words	\$25	15,000
8 words	\$50	3,125
9 words	\$100	2,500
10 words	\$1,000	125
11 words	\$20,000	6

(State Lottery Commission; 65 IAC 4-451-4; emergency rule filed Jul 29, 2002, 3:19 p.m.: 25 IR 4125)

65 IAC 4-451-5 Number of tickets; odds of winning; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) There shall be approximately three million (3,000,000) instant tickets initially available in instant game number 646.

(b) The odds of winning a prize in instant game number 646 are approximately 1 in 3.82.

(c) All reorders of tickets for instant game number 646 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. (State Lottery Commission; 65 IAC 4-451-5; emergency rule filed Jul 29, 2002, 3:19 p.m.: 25 IR 4126)

65 IAC 4-451-6 Last claim date

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The last day to claim a prize in instant game number 646 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll free customer service number or from any instant ticket retailer. (State Lottery Commission; 65 IAC 4-451-6; emergency rule filed Jul 29, 2002, 3:19 p.m.: 25 IR 4126)

Rule 452. Instant Game 647

65 IAC 4-452-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 647, Hoosier Bingo". (*State Lottery Commission; 65 IAC 4-452-1; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1585*)

65 IAC 4-452-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 2. Instant tickets for instant game number 647 shall sell for two dollars (\$2) per ticket. (*State Lottery Commission; 65 IAC 4-452-2; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1585*)

65 IAC 4-452-3 Play symbols

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 3. (a) Instant tickets for instant game number 647 shall have four (4) separate and independent game play data areas with the game play data area in the upper right side of each instant ticket referred to as "CALLER'S CARD". The game play data area on each instant ticket shall have four (4) separate games labeled "CARD 1", "CARD 2", "CARD 3", and "CARD 4", respectively. The "CALLER'S CARD" shall have twenty-four (24) play symbols arranged in a matrix of four (4) rows and six (6) columns. "CARD 1", "CARD 2", "CARD 3", and "CARD 4" shall have twenty-five (25) play symbols arranged in a matrix of five (5) rows and five (5) columns. The columns on each card shall be labeled B, I, N, G, and O, respectively.

(b) The play symbols for "CARD 1", "CARD 2", "CARD 3", and "CARD 4" shall consist of the following possible play symbols:

SYMBOL	SYMBOL	SYMBOL	SYMBOL	SYMBOL
1	16	31	46	61
2	17	32	47	62
3	18	33	48	63
4	19	34	49	64
5	20	35	50	65
6	21	36	51	66
7	22	37	52	67
8	23	38	53	68
9	24	39	54	69
10	25	40	55	70
11	26	41	56	71
12	27	42	57	72
13	28	43	58	73
14	29	44	59	74
15	30	45	60	75
FREE				

(c) The play symbols for "CALLER'S CARD" shall consist of the following possible play symbols:

SYMBOL	SYMBOL	SYMBOL	SYMBOL	SYMBOL
B1	I16	N31	G46	O61

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B2	I17	N32	G47	O62
B3	I18	N33	G48	O63
B4	I19	N34	G49	O64
B5	I20	N35	G50	O65
B6	I21	N36	G51	O66
B7	I22	N37	G52	O67
B8	I23	N38	G53	O68
B9	I24	N39	G54	O69
B10	I25	N40	G55	O70
B11	I26	N41	G56	O71
B12	I27	N42	G57	O72
B13	I28	N43	G58	O73
B14	I29	N44	G59	O74
B15	I30	N45	G60	O75

(State Lottery Commission; 65 IAC 4-452-3; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1585)

65 IAC 4-452-4 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 4. The holder of an instant ticket for instant game 647 must remove the latex material covering the twenty-four (24) play symbols on the upper right side of the game play data area labeled "CALLER'S CARD". *(State Lottery Commission; 65 IAC 4-452-4; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1586)*

65 IAC 4-452-5 "Winning play" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) For purposes of this rule, "winning play" means play symbols on "CARD 1", "CARD 2", "CARD 3", or "CARD 4", or a combination thereof, which match "CALLING CARD" play symbols in any of the following manners:

(1) Five (5) play symbols in a vertical, horizontal, or diagonal line.

(2) One (1) play symbol in each corner.

(3) Eight (8) play symbols arranged from corner to corner in the form of an "X".

(b) There shall be no more than one (1) winning play in "CARD 1", "CARD 2", "CARD 3", or "CARD 4", respectively, on a single instant ticket in instant game 647. *(State Lottery Commission; 65 IAC 4-452-5; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1586)*

65 IAC 4-452-6 "Pack" defined

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. For purposes of instant game number 647, "pack" means a set of instant tickets each bearing a common pack number, fan-folder in strips of one (1) ticket. *(State Lottery Commission; 65 IAC 4-452-6; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1586)*

65 IAC 4-452-7 Number of prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

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Sec. 7. The holder of a valid instant ticket having a winning play as described in section 5 of this rule is entitled to a prize. The prize amounts and number of winners in instant game number 647 are as follows:

Winning Cards and Winning Plays	Prize Amount	Approximate Number of Winners
CARD 1-5(a)(1)	\$2	189,000
CARD 2-5(a)(1)	\$3	277,200
CARD 1-5(a)(1) and CARD 2-5(a)(1)	\$5	88,200
CARD 3-5(a)(1)	\$10	37,800
CARD 4-5(a)(1)	\$25	12,600
CARD 1-5(a)(1), CARD 2-5(a)(1), and CARD 4-5(a)(1)	\$30	6,825
CARD 1-5(a)(1), CARD 2-5(a)(1), CARD 3-5(a)(1), and CARD 4-5(a)(1)	\$40	2,814
CARD 2-5(a)(2)	\$50	2,100
CARD 1-5(a)(3)	\$150	840
CARD 1-5(a)(2), CARD 3-5(a)(2), and CARD 4-5(a)(1)	\$200	525
CARD 2-5(a)(2) and CARD 1-5(a)(3)	\$200	315
CARD 1-5(a)(2), CARD 2-5(a)(2), CARD 3-5(a)(2), and CARD 4-5(a)(1)	\$250	126
CARD 2-5(a)(3)	\$250	84
CARD 4-5(a)(2)	\$250	84
CARD 3-5(a)(3)	\$1,000	42
CARD 4-5(a)(3)	\$10,000	7

(State Lottery Commission; 65 IAC 4-452-7; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1586)

65 IAC 4-452-8 Number of tickets and odds of winning

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. (a) A total of approximately two million five hundred thousand (2,500,000) instant tickets will be initially available for instant game number 647.

(b) The odds of winning a prize with an instant ticket in instant game number 647 are approximately 1 in 4.07. *(State Lottery Commission; 65 IAC 4-452-8; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1586)*

65 IAC 4-452-9 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 9. Players will have up to sixty (60) days from the end of instant game 647 within which to claim their prizes. The last day to claim a prize in instant game number 647 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-452-9; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1587)*

Rule 453. Instant Game 625

65 IAC 4-453-1 Name

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 1. The name of this instant game is "Instant Game Number 625, Vegas Action". (*State Lottery Commission; 65 IAC 4-453-1; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1580*)

65 IAC 4-453-2 Ticket price

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 2. Instant tickets in instant game number 625 shall sell for seven dollars (\$) per ticket. (*State Lottery Commission; 65 IAC 4-453-2; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1580*)

65 IAC 4-453-3 Instant ticket layout

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 3. (a) Each instant ticket in instant game number 625 shall contain forty-seven (47) play symbols and play symbol captions arranged among four (4) separate and independent games each concealed under a spot of latex material.

(b) The game play data area labeled "GAME 1" shall contain nine (9) play symbols and play symbol captions. One (1) play symbol and play symbol caption representing a number shall appear in the small box labeled "YOUR #". The remaining play symbols and play symbol captions shall be arranged in pairs of numbers and prize amounts surrounding the "YOUR #" box.

(c) The game play data area labeled "GAME 2" shall contain twenty (20) play symbols and play symbol captions arranged in four (4) rows and four (4) columns. Each row shall contain five (5) play symbols and play symbols captions and shall be labeled "HAND 1", "HAND 2", "HAND 3", and "HAND 4", respectively. The first two (2) columns shall be labeled "YOUR CARDS", and the next two (2) columns shall be labeled "DEALER'S CARDS". The play symbols appearing under these columns shall represent playing cards. The last column shall be labeled "Prize" and contain play symbols and play symbol captions representing prize amounts.

(d) The game play data area labeled "GAME 3" shall contain twelve (12) play symbols and play symbol captions arranged in four (4) rows of three (3) play symbols and play symbol captions appearing in the game play data area all concealed under a large spot of latex material. Each instant ticket shall also contain a legend setting forth prize amounts associated with the matching play symbols. The rows shall be labeled "PULL 1", "PULL 2", "PULL 3", and "PULL 4", respectively.

(e) The game play data area at the bottom shall contain six (6) play symbols and play symbol captions that shall represent playing cards and [*sic., be*] labeled "YOUR CARDS", AND "DEALER'S CARDS". One (1) play symbol caption shall represent a prize amount. (*State Lottery Commission; 65 IAC 4-453-3; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1580*)

65 IAC 4-453-4 Play symbols and play symbol captions

Authority: IC 4-30-3-7; IC 4-30-3-9
Affected: IC 4-30

Sec. 4. (a) The play symbols and play symbol captions representing prize amounts in instant game number 625 shall consist of the following possible play symbols and play symbol captions:

- (1) \$2.00
TWO
- (2) \$3.00
THREE
- (3) \$4.00
FOUR
- (4) \$5.00

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- FIVE
- (5) \$7.00
- SEVEN
- (6) \$10.00
- TEN
- (7) \$20.00
- TWENTY
- (8) \$25.00
- TWY FIVE
- (9) \$50.00
- FIFTY
- (10) \$75.00
- SVENTY
- (11) \$100
- ONE HUN
- (12) \$200
- TWO HUN
- (13) \$250
- TWO HUN FTY
- (14) \$500
- FIVE HUN
- (15) \$1,000
- ONE THOU
- (16) \$2,000
- TWO THOU
- (17) \$5,000
- FIVE THOU
- (18) \$10,000
- TEN THOU
- (19) \$70,000
- SVTY THOU

(b) The play symbols and play symbol captions appearing in the “GAME 1”, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) 1
- ONE
- (2) 2
- TWO
- (3) 3
- THR
- (4) 4
- FOR
- (5) 5
- FIV
- (6) 6
- SIX
- (7) 7
- SVN
- (8) 8
- EGT
- (9) 9

NIN

(c) The play symbols and play symbol captions appearing in the "GAME 2" and the game at the bottom of the ticket, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

- (1) A playing card with the number 3
THR
- (2) A playing card with the number 4
FOR
- (3) A playing card with the number 5
FIV
- (4) A playing card with the number 6
SIX
- (5) A playing card with the number 7
SVN
- (6) A playing card with the number 8
EGT
- (7) A playing card with the number 9
NIN
- (8) A playing card with the number 10
TEN
- (9) A playing card with a picture of a jack
JCK
- (10) A playing card with a picture of a queen
QUN
- (11) A playing card with a picture of a king
KNG
- (12) A playing card with the letter "A"
ACE

(d) The play symbols and play symbol captions appearing in the "GAME 3", other than those representing prize amounts, shall consist of pictures representing the following:

- (1) A picture of a seven
SVN
- (2) A picture of a bunch of grapes
GRAPES
- (3) A picture of a bell
BELL
- (4) A picture of a star
STAR
- (5) A picture of a bunch of cherries
CHERRY
- (6) A picture of a dollar sign
MONEY
- (7) A picture of a horseshoe
SHOE

(State Lottery Commission; 65 IAC 4-453-4; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1580)

65 IAC 4-453-5 How to play

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 5. (a) The holder of a ticket in instant game number 625 shall remove the latex material covering the forty-seven (47)

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play symbols and play symbol captions. A holder can win up to sixteen (16) times on an instant ticket in instant game number 625.

(b) In “GAME 1”, if the play symbol in the “YOUR #” match any of the four (4) surrounding numbers, the holder is entitled a prize of the paired prize amount.

(c) In “GAME 2”, add the numerical values of the play symbols representing playing cards in “HAND 1”, “HAND 2”, “HAND 3”, and “HAND 4”. Play symbols have the value designated on the face of the playing card except that those representing kings, queens, and jacks shall have a value of ten (10) and those representing aces shall have a value of eleven (11). If one (1) or more of the resulting totals is higher than the play symbol and play symbol caption in the “DEALER’S CARDS”, the holder is entitled to the prize exposed with that hand.

(d) In “GAME 3”, if three (3) matching play symbols and play symbol captions are exposed in one (1) or more rows, the holder is entitled to the corresponding prize.

(e) In the game at the bottom of the ticket, if any of “YOUR CARDS” beat the “DEALER’S CARDS”, the holder is entitled to the corresponding prize. (*State Lottery Commission; 65 IAC 4-453-5; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1581*)

65 IAC 4-453-6 Prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 6. The prize amounts and number of winners in instant game number 625 are as follows:

Winning Number and Amounts of Play Symbols	Prize Amount	Approximate Number of Winners
1-\$2.00 + 1-\$5.00	\$7	43,200
1-\$3.00 + 1-\$4.00	\$7	21,600
1-\$7.00	\$7	21,600
5-\$2.00	\$10	21,600
1-\$2.00 + 2-\$4.00	\$10	43,200
2-\$5.00	\$10	21,600
1-\$10.00	\$10	21,600
5-\$2.00 + 1-\$5.00	\$15	21,600
4-\$2.00 + 1-\$7.00	\$15	10,800
3-\$5.00	\$15	10,800
10-\$2.00 + 1-\$5.00	\$25	3,600
1-\$2.00 2 + \$4.00 + 3-\$5.00	\$25	2,700
6-\$2.00 + 2-\$4.00 + 1-\$5.00	\$25	2,700
5-\$5.00	\$25	2,700
1-\$25.00	\$25	2,700
3-\$10.00 + 1-\$20.00	\$50	4,950
4-\$5.00 + 3-\$10.00	\$50	4,950
1-\$50.00	\$50	4,950
1-\$2.00 + 1-\$3.00 + 7-\$10.00	\$75	4,050
5-\$5.00 + 5-\$10.00	\$75	4,050
1-\$5.00 + 7-\$10.00	\$75	4,050
1-\$75.00	\$75	4,050
7-\$10.00 + 1-\$5.00 + 1-\$25.00	\$100	225
5-\$20.00	\$100	225
4-\$25.00	\$100	225
3-\$10.00 + 1-\$10.00 + 2-\$25.00	\$100	225

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2-\$50.00	\$100	225
1-\$100	\$100	225
14-\$25.00 + 1-\$50.00 + 1-\$100	\$500	90
5-\$100	\$500	90
1-\$500	\$500	90
10-\$100	\$1,000	72
4-\$250	\$1,000	72
14-\$50.00 + 1-\$100 + 1-\$500	\$1,000	72
2-\$500	\$1,000	72
1-\$1,000	\$1,000	72
5-\$2,000	\$10,000	2
2-\$5,000	\$10,000	2
1-\$10,000	\$10,000	2
7-\$10,000	\$70,000	1
1-\$70,000	\$70,000	1

(State Lottery Commission; 65 IAC 4-453-6; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1582)

65 IAC 4-453-7 Number of ticket; odds; reorders

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 7. (a) There shall be approximately one million (1,000,000) instant tickets initially available in instant game number 625.

(b) The odds of winning a prize in instant game number 625 are approximately 1 in 3.79.

(c) All reorders of tickets for instant game number 625 shall have the same:

(1) prize structure;

(2) number of prizes per prize pool of one hundred twenty thousand (120,000); and

(3) odds;

as contained in the initial order. *(State Lottery Commission; 65 IAC 4-453-7; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1582)*

65 IAC 4-453-8 Last day to claim prizes

Authority: IC 4-30-3-7; IC 4-30-3-9

Affected: IC 4-30

Sec. 8. Players will have up to sixty (60) days from the end of instant game 625 within which to claim their prizes. The last day to claim a prize in instant game number 625 is sixty (60) days after the end of the game. Game end dates are available on the commission's Web site at www.hoosierlottery.com or may be obtained through the commission's toll free customer service number or from any instant ticket retailer. *(State Lottery Commission; 65 IAC 4-453-8; emergency rule filed Dec 12, 2002, 3:46 p.m.: 26 IR 1582)*

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